

gameplayers

Flash and substance!



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Everything you always wanted to know about the new Mega Man and Sonic games but were afraid to ask.

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The Legend of Zelda:
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Sherlock Holmes
Consulting Detective
Vol. 2

Star Trek

Super Off Road: The Baja

Top Gear 2

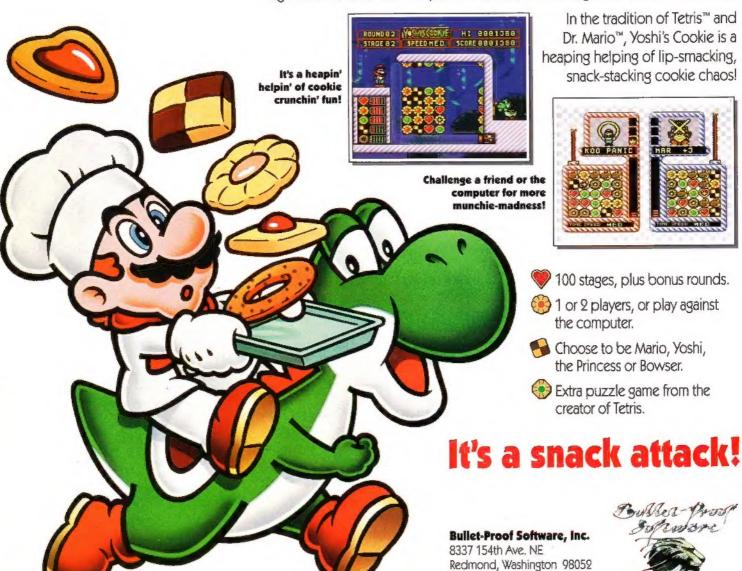




Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



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Video Control

verybody knows Nintendo and Sega right? Wrong!

Despite print and TV ads and millions of video games on the market, lots of U.S. adults apparently don't know Mario from their

hometówn plumber. Recently, the independent market-research company

Fairfield Research telephoned more than one thousand adults (18 and over) across the country to ask if they could name any companies that produce video games. video-game systems, computer games, or other interactive products.

The results were surprising—more than a quarter of the adults surveyed couldn't name even one company-

including

Nintendo and Sega. In general, men were. more aware of the Big Two than women, as were families with an income above \$40,000 and -

no shock here - households with children.

The really clueless folks were those living in the South, over 55 years old, with incomes less than \$20,000, or households without children. In other words, if your grandmother lives in Louisiana, don't ask her to pick out your video

Of the adults Fairfield interviewed who were aware of video-game, computer, and related technology companies; these organizations were the ten best known:

- 1. IBM
- 2. Apple Computer
- 3. Nintendo of America
- 4. Sega of America
- 5. Sony

- 6. Atari
- 7. Tandy/
 - Radio Shack
- 8. Compag
- 9. Packard Bell
- 10. Panasonic

Researchers were surprised to find that Sega of America ranked as high as it did because the company hasn't had the long-term exposure of some of the other companies. Fairfield's conclusion? "Apple, Sega, and Packard Bell are ramping up. IBM, Panasonic. and even Tandy appear to be on a downward trajectory."

Many of the lefters we receive are from gamers who are trying to keep track of new entries in the field of video-game and computer entertainment. New machines are coming hard and fast, and number of bits and memory size and clever names are starting to run together. But just wait! Things are only going to get more confusing. Test your System I.Q. with this little test:

- 1) Just what is the 3D0 Multiplayer 32-bit game. system, and what company is behind it?
- 2) Atari's new 64-bit game system is named after an animal. What's the critter, and when will the system be available?
- 3) Commodore International is launching a new 32-bit game system that's based on the company's Amiga computer. What's it called, and does it use cartridges or GD-ROM discs?
- 4) What's the name of the Philips Electronics CD system that will feature an optional full-motion video (FMV) cartridge to make games and even movies play better?
- 5) What's the name of the company that recently unveiled its LaserActive interactive CD. player?
- 6) Name the two companies that are promising to bring a spectacular 64-bit "Project Reality" game system to your home by 1995?

Now that wasn't so hard was it? Yes ... yes it was. Look for information on these systems in this and upcoming issues of Game Players. The market's crowded, and who'll win is anybody's guess. One thing is certain: Nintendo and Sega are going to be tough to beat.

> Leslie Mizell **Editor**

saying under \$250, 6) Mintendo of America and Silicon Graphics. Price? They're 4) Philips Compact Disc-Interactive (CD-I) system. FMV price: about \$250.
5) Ploneer; a laser-disc-based interactive system, Price; more than \$1,000.
more than \$1,000.

2) The Jaguar will be released nationally in 1994 after lesting in New York and San Francisco this fall. Price: around \$200. 3) The Amiga CD32 uses CD-ROM discs. Price: about \$400.

Panasonic's REAL 300 Multiplayer is a CO-ROM-based

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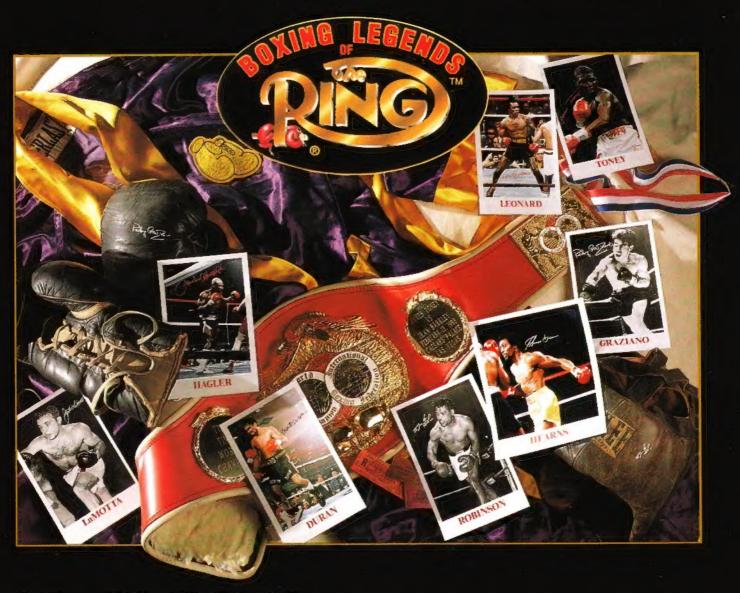
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- "So real it Hurts!" -Nintendo Power
- "Some of the best graphics ever seen in a sports game." -Game Pro
- "... a blast to play." -Game Players Nintendo-Sega
- "... as close to the ring as I want to get." -Game Informer
- "... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" -Arnie Katz, Editor, Electronic Games























Nintendo

Grab your pea-shooter— Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured

his soup on Mrs. Gaylord's canary...
Then, when no one was looking,
Switchblade Sam made off with Mr.
Wilson's prize coin collection. Now
I gotta track down Sam and those
coins...or of Mr. Wilson's gonna

make turtle soup out of poor George!!!





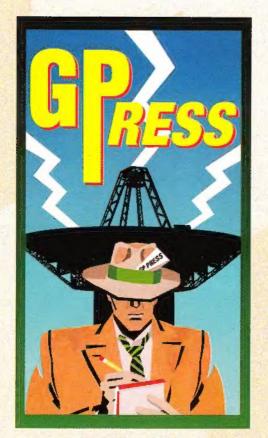
With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!





The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.





Newton Plays Games and More

It looks like something out of Star Trek, but the Apple Newton MessagePad is an exciting new product that has beamed down to electronics stores. Unveiled during the Macworld Exposition in Boston, the Newton is a hand-held, pen-based

electronic
organizer that
recognizes the
user's handwriting
and converts it into
text. It's designed
to be an electronic
notepad, appointment book,
address book, and
calculator. You can
also add accessories such as a fax/
modem or
software packages

modem or Apple's Newton Message Pad software packages from a growing library.

The state-of-the-art communications tool — already lampooned in the comic strip "Doonesbury" — lets you instantly fax information to any fax machine or send and receive E-mail. Young people like the Newton's "beaming" ability. If two Newtons are being used in the same room, their

built-in infrared transmitters allow instant transmittal of messages just by pointing the two units at each other.

And, of course, you can also play games on the Newton. Claris Software offers its Claris Games Pack that includes five different basic games — "Pegs!," "Enigma," "HangMan," "Puzzle," and "Maze." Apple Computer also offers Dell Crossword Puzzles and other word games.

In addition, Fingertip Technologies has developed STATS for die-hard baseball fans. This package incorporates statistical information from Major League Baseball; it will be available the starting day of the 1994 season. Users can update the information by modem literally as each pitch takes place. And the Personal Scout module can chart pitches and plays during a game while maintaining an up-to-theminute box score. There's a similar package available for golfers: Fingertip for Golf takes into account the handicaps of the people with whom you're playing, and it analyzes your performance as well as offers advice.

The Newton is first of several handheld pen computers released by companies such as Casio, Tandy, and Apple. Around the size of a 7x4 1/2-inch notepad and weighing less than a pound, the basic Newton MessagePad is equipped with four megabytes of ROM and 640K of expandable RAM. It currently retails for \$699 or \$899 with a fax/modem, but both prices should

fall in the near future as similar hand-held systems reach the marketplace.

Apple also plans to introduce a model designed for students that eventually might replace textbooks and notebooks. Using the beaming function, students can also sit in class and transmit notes to other Newton users — right under the teacher's nose. Trig class may never be boring again!

- Jason R. Rich

The Q-List

It's official — Sonic the Hedgehog is just as popular as box-office hero Arnold Schwarzenegger and super-athlete Michael Jordan.

In a recent poll by Carton "Q" Study (which ranks movies, celebrities, video games, and toys) Sonic outranked the TMNT, Bart Simpson, and mild-mannered Mario. Sonic 2 currently holds the top slot as the best-selling 16-bit video game, selling more than 4.5 million units worldwide.

The Q-Rating Video-Game Top 20

1 Sonic the Hedgehog

- 2 Super Nintendo
- 3 Street Fighter II
- 4 Tails
- 5 Sega Genesis
- 6 NES
- 7 Nintendo
- 8 Yoshi
- 9 Mega Man
- 10 Super Mario Brothers
- 11 Sega CD
- 12 Mario
- 13 Super Scope
- 14 Sega
- 15 Game Gear
- 16 The Legend of Zelda
- 17 Game Boy
- 18 Link
- 19 Carmen Sandiego
- 20 Dr. Robotnik

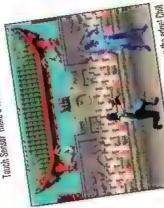


Toddlers around the world can now keep Mario or Sonic close to their... well... blue jeans. Fruit of the Loom has created a new line of "Funpals" underwear that features characters ranging from Mario to Sonic to Batman.





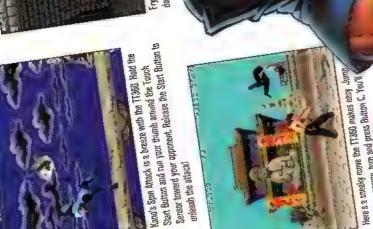
Button and, starting with your thumb at the bottom of the Touch Sensor make a full circle towards your opponent. Throw Liu Karig's finishing move with the beauty accumaey of true curoder control on the 17360. Hold the Start



'en with the Sub Zero Freeze, Hald down Button A and slide Real chargenal action on the TT360 gives you the edge! Chili your thumb on the Touch Sensor from down to toward.

over your enemy, furm and press Button C. You'fl.

make a throw they can't beat!



Fry your opponents with Rayden and the 17380. Hold down Button A and slide your thumb from down to toward your enemy.



away to toward on the Touch Sensor As fast as you can Tear 'em up with Kana S Kinte Attack. The 17360 is cultung-edge fast! Hold Start and side your fourth from slide, you can throw.

Rayderi's Superman move catches 'em by surprise, Press slide from away to toward gives you the win with split-BHRAY-BWAY-LOWARD ON YOUR TT380'S TOUCH SENSOR The

second speed-without the numb thumb!



move is much easier than on a oid-fashioned control pad. your thumb toward-down toward and his Button A. This Shred some head on Sub Zero's Finishing Move. Slide

Scorpion's Spear. Rapudly press the Touch Sensor away

twice and press Button A.

"Set over neve". The TT360 brings "em close with

So, go into Kombat to win - go battle tested with the Turbo Touch 360. When you go into Kombat, you need a controller that's fast, that gives Turbo Touch 360," The Ultimate Fighting Machine, for all your favorite have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the index finger to move effortlessly across the sensor plate - you don't games. The Turbo Touch 360 "touch sensor" allows your thumb or really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.

Amanda Maria Maria

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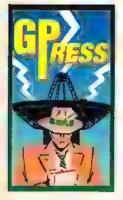
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Game played on a Geness® system. © Acclaim Entertainment, inc. 1993. place an order, call 1-800-858-7429.

For the name of your nearest Turbo Touch 360 retailer or to

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Superman's Return Makes Big Impact

Following his 1992 death and April 1993 arrival of four sham Supermen, the return of the true Superman is celebrated in Sunsoft's new *The Death of Superman*

Super NES video game and SkyBox's "The Return of Superman" trading cards

Sunsoft has announced a March 1994 release date for the new game, which will be based on DC Comics "Doomsday" and "Reign of the Supermen" comic-book series. In early levels, players control Superboy, Steel, or the Eradicator in an attempt to stop the Cyborg, who has launched a missile at Metropolis. The game concludes with a one-on-one battle between the real Superman and the Cyborg.

Cartoon sequences prior to each level inform the player of the upcoming action, so even players unfamiliar with the "Reign of the Supermen" series can enjoy the game. The Death of Superman video game follows Sunsoft's first Superman game, a Genesis adventure based on the original DC comicbook series.



SkyBox's 100-card "The Return of Superman" series provides an editorial and artistic summary of the storyline, from the Man of Steel's death in 1992 to the final resolution. The cards were released on August 25, the same day Superman's true identity was revealed in Superman #82. A limited number of complete sets will be released in December.



Brave New Worlds

Last summer marked the birth of several new comic books, and with them the beginning of a new universe.

These new worlds include Malibu Comics *Ultraverse* series, Defiant's *Warriors* of *Plasm*, DC's *Milestone*, and Marvel's new



Malibu's new Ultraverse cards feature its new world of characters. Quesada's work shines in Solar, Man of the Atom #29, an issue with 3-D Valiant Vision.



2099 titles. Whew! In addition, independent companies released one-shot premiere issues, and a handful of smaller companies such as Harris and Dark Horse introduced start-up series that the into existing titles.

And after a stint at DC and Marvel, Joe Quesada rejoins Valiant for the upcoming Ninjak. Quesada, best known for the Sword Of Azrael series and his Batman redesign, also worked on X-Factor for Marvel.

Who will survive? No one knows for sure, and, of course, the final decision rests with the consumer. But as buyers with limited dollars to spend become more selective, new books may get overlooked in favor of bigger titles. Many retailers already believe the market is overcrowded, and things are just going to get worse.







without hisilatum. Press Down. Down-Back, Back and any and-fashioned control pads, the 17350 delivers the action Spin out Ryu's Humcane Kick with turbo ease! Unlike kick to unleash this powerful attack.



Down on the Touch Sensor to charge the nove, then sinde your thumb Up and press a Mick buften. This tricky move Send 'em spinning with Chun 1.3 Whirtwind Kick, Held will wontibe year enemies strength down to nothing!



Put the bite on 'ero with this fast 17360 move. Come out of any attack and press Toward and the Fierce Bulton. The result? A face-full of fangs that will eat away



their strangth meter.



torward and any punch button. Follow it up with a Hundred you're invancible. Slide your thumb Back to charge, then Throw the Sumo Head Butt at the slant of an atlack and Hand slap by putting any punch button on Turbo.

THE DESCRIPTION

Yoga Fire, Side your thumb Down, Down-Toward, Toward

TT360's superior diagonal control.

Dheasin vs. Dhaisim? Set the edge with your 17360 and and any punch botton. You'll throw fire faster with the



Sagat's Tiger Knee is made for the 17360. Side your thumb from Down, Down-Teward, Toward, Up-Toward and a kock butten to deliver this devastating kinee attack...with Ho numb thumbi

Toward while pressing a punch button. Crispy orttor brne!



control, and you really feel like you're in the game. The pay-off is being

as you move your finger, you've got real diagonal and true circular you don't have to push down. Objects on the screen move as fast thumb or index finger to move effortlessly across the sensor plate

that gives you all the action you want - easily and effortlessly, and that When you play Street Fighter II Turbo,® you need a controller that's fast,

destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360," The Ultimate Fighting Machine, for all

your favorite games. The Turbo Touch 360 "touch sensor" allows your

you know, the guy using the old-fashioned control pad. So, go into the

streets to win - go battle-tested with the Turbo Touch 360.

the ultimate fighting machine and trashing your opponent...

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The Ultimate Fighting Machine. **Turbo Touch 360.**

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429.

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Product Information Number 141



SUFTWARE ETC.'S TOP TEN BESTSELLERS based on unit sales for August Street Fighter II Turbo Capcom Jurassic Park Sega of America Super Mario All-Stars Nintendo of America Link's Awakening Nintendo of America Sega of America Electronic Arts Bill Walsh College Football Electronic Arts Nintendo of America Sega of America

9 Super Mario Land 2 10. X-Men

THE HOT NUMBER

2 million

Number of units of Mortal Kombat (for SNES and Genesis) that Acclaim shipped to stores for Mortal Monday. Between 70,000 and 100,000 copies were pre-sold by customers placing advance orders.

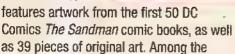
It's in the Cards!

SkyBox is planning to release two new comic-book trading-card series, Marvel Masterpieces II and The Sandman.

Marvel Masterpieces II includes 90 regular cards of top superheroes and super villains from the Marvel Universe, including

45 characters not appearing in the first series. Eight Spectra cards featuring the X-Men 2099 team are randomly inserted.

The Sandman trading cards are set for release in December, The 90-card series





oversized cards are seven bonus cards featuring exclusive portraits of the Endless Gallery characters. The character Dream will also be featured in a holographic bonus card.

The Next Big Thing

No they're not those guys at airports who check your baggage, but they're SkyCaps nonetheless.

SkyCaps are a new collectible about the size of a

> half dollar. They originated in Hawaii as collectible



milk caps and are currently outselling trading cards two to one. Milk-cap tournaments are getting as popular as video games!

SkyBox's current line of SkyCaps includes Jurassic Park, Jim Lee's WildCats, NFL SkyCaps, and the Batman Knightfall series. Special enchanced

SkyCaps are randomly inserted into all the sets.

How to Play: In a twist on tiddlywinks, place the SkyCaps art-side up on a flat surface, then take turns trying to flip them

over with a SkyCap Slammer, You get to keep any caps you flip, and play continues until no caps are left.

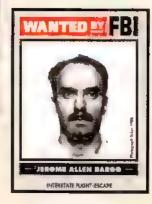


Have You Seen This Face?

Remember the days when your only chance to catch of glimpse of notorious fugitives was while you were standing in line at the post office? Well, the Federal Card Com-

pany and the Federal Bureau of Investigation have joined forces to bring those criminals into your homes.

The 100-card Wanted by the FBI series was created by the Federal Card Company in an effort to help track down the fugitives.



Released in October, the cards feature official photographs, descriptions. and criminal records. Most of the cards spotlight criminals on the run, but 20

profile the functions and expertise of the FBI. Five percent of the profits from card sales go to victims of violent crime as well as crime and drug prevention programs.

TOP TEN MISTAKES **PLAYERS MAKE**

- 10. Buying the game because you liked the movie
- 9. Not reading the instruction manual
- Voiding warranties
- Tearing the "Do Not Remove" tag from mattresses
- Forgetting what the sun looks like
- Letting others pick out your games over the holidays
- 4. Sinking your life savings into a TurboGrafx-16
- 3 Cutting your tongue by mistaking microchips for potato chips.
- Trying to kill the wacky bird (he's on your side, people!)
- Submerging cartridges in benzine

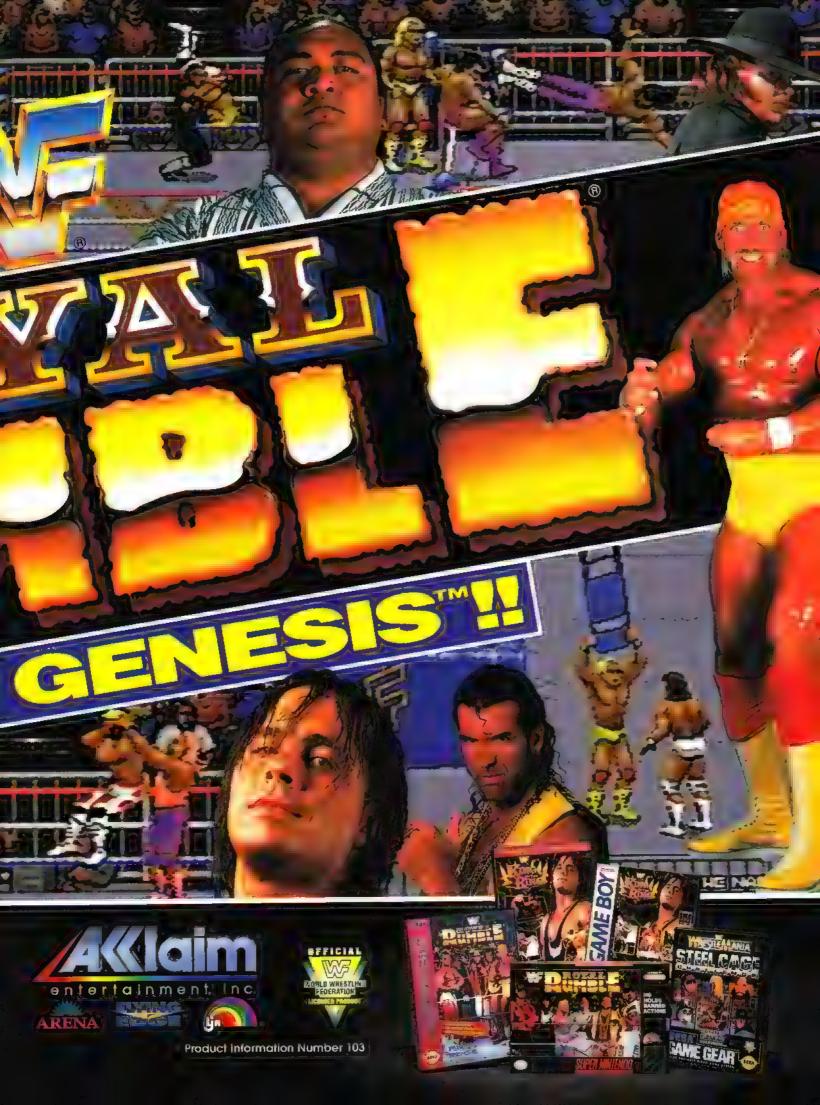




NAME YOUR SYSTEM AND... STEP INTO THE RING!

Get ready for the 16-MEG mayhem of Royal Rumble® on Super NES® and Genesis™!!! Check out the all-new, pulse-pounding action of King of the Ring™ for NES® and Game Boy®! Tournament showdowns... special moves... Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!

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G PAISS

Nintendo and Sega were both busy this summer, drumming up gamers' support in North America's amusement parks.

Mario spent his summer vacation in Canada, water-

skiing, horseback riding, and enjoying other top sports, although that bungee-jumping sighting was never confirmed. The famous plumber was traveling with the "Super NES Power Play Tour," visiting 23 cities during a ten-week journey. A 48-foot transport truck held 22 SNES play stations, and more than 75,000 gamers took part in the *Star Fox* challenge, a four-minute, specially designed competition. Gamers with high scores won sweatshirts and other Nintendo merchandise.

But those who didn't want to take part in the challenge could try any number of new SNES games, including Batman Returns, Super Mario Kart, Top Gear, NHLPA '93 Hockey, NCAA Basketball, The Magical Quest Starring Mickey Mouse, Super Star Wars, or Street Fighter II.

Our Canadian correspondent Todd Mowatt tracked down the tour in Thunder



Bay, Ontario, the day Justin Bumbstead, 12, of New Liskeard, Ontario, captured the high score at *Star Fox* with a score of 157,243 in just four minutes. And whaddya know — Bumbstead's an avid *Game Players* reader who said that our tips on *Star Fox* helped him win!

Meanwhile in these United States, our sports editor Mike Meyers was checking out the "Sports Illustrated Sports Festival," sponsored by Sega and held at seven different Six Flags theme parks.

Participants could test their skills at an

A Summer on the Run

assortment of sports events ranging from fast-pitch batting cages to kicking a football through a regulation-size goal post. Several tents were set up with Genesis games, but only older releases such as Mario Lemieux Hockey and David Robinson Supreme Court Basketball were on display — a disappointment for fans, but there were enough sports activities to keep everyone busy.

In addition, the less athletically inclined could do play-by-play at three broadcast booths for some of the greatest moments in recent sports history. Meyers took a try at calling the final seconds of the Chicago Bulls victory in the 1989 Eastern Conference Playoffs! At the Six Flags Great Adventure in Jackson, NJ, the final leg of the festival, local sports celebrities such as former NBA great Nate "Tiny" Archibald,



current NY Knick Glenn "Doc" Rivers, and former NY Glants running back Joe Morris stopped by to shake hands and sign autographs. The NJ Nets cheerleaders were on hand as welf.

Exhibits were set up along a long walkway — fans could see some of the most famous Sports Illustrated covers, Shaquille O'Neal's shoes, and other sports memorabilia.

New Zelda in the Works

Sigeru Miyamoto and the rest of Nimendo of Japan's research and development team are working on the next *Zelda* adventure. The game is rumored to be a two-player simultaneous quest — you won't have to play as Link!

We also hear that Nintendo of America will release an SNES version of Metroid in the first quarter of 1994.

Last Action Recall

After the disappointing, Ishtar-like box office for The Last Action Hero, Arnold Schwarzenegger might be looking for more familiar pastures. Word has it that there's a Total Recall II script in development, and who does Carolco want for the lead? Who else! The script, written by TR authors Ron Shusett and Gary Goldman, is based on Philip K. Dick's short story "Minority Report." His "We Can Remember It for You Wholesale," was the basis for the original movie.

Jimmy Dean, Jimmy Dean

With movie biographies Malcolm X and What's Love Got to Do with It? making waves at the box office, it looks like the next legend to hit the silver screen will be James Dean. We hear Michael Mann (Manhunter, Last of the Mohicans) will direct the Warner Bros. project, and either Brad Pitt or Brendan Fraser may star as the short-careered actor, who died in a car crash after only three starring roles. If those two pass, the studio may cast an unknown lookalike in the part.



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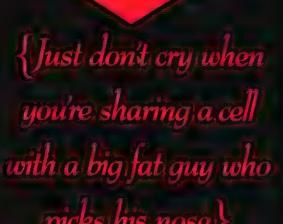
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The model makes the game better. The game makes the model better



The game has tons of cool video clips just like this one. Only different.







Product Information Number 136

Mena Mem for Forwards

Although Capcom is denying it, we hear that there may be a *Mega Man* tri-game cartridge with battery backup in the works for Genesis. The cartridge would contain the first three adventures, and if all goes well, a second tripack of the next three would be released.

Vicavalla invisible

It looks like Sega will delay its VR glasses until next June. The company's working on a new 3-D chip that will improve lines of resolution and add a new 3-D effect. The equipment should retail for around \$200, with games priced around \$60.

At the moment, the first four games to be released should be Nuclear Rush, in which you battle evil mutants in a nuclear wasteland; Iron Hammer, an alien-zapping adventure that sees you command a starfighter cockpit; Outlaw Racing, a crash-and-burn road rally game; and Matrix Runner, a cyberspace adventure.

Breat Tag Line

Johnny Mnemonic, the short story by William Gloson, is now a movie in production starring Val Kilmer. Dolph Lundgren, and loc T. However, not only does it have one of our favorite titles, and not only does it have a truly bizarre cast, but it also has one of our favorite slogans: "Life is different in the 21st Century... but dying is still the same." Fans of Bladerunner and Shadowrun can expect the same dark, hitech future setting.

Serier Sham Causing

Sony Imagesoft's Sewer Shark is now packaged with the Sega CD hardware system. The game is included with the new integrated design for the Genesis and Sega CD, a package that's now sold for \$229 (reduced from \$299). A Sony spokesperson said more than 100,000 copies of Sewer Shark were sold before the bundling went into effect.

Top Sun Scheduled for Septiel

Paramount Pictures has hired screenwriter Jack Epps Jr. to develop *Top Gun II*, a sequel to the 1986 fly-boy flick. Epps might also direct, and Tom Cruise is expected to star after he linishes his blood sucking dulies in Inforview with a Vampire.

Forms Seor Datches Rays

Because of the success of Naki's Solar Pak for Game Boy, a Sega Game Gear solar pack is in the works. Color portables really go through the batteries, but now Game Gear owners can let the sun do their recharging for them.

Video Games a Work of Art

"Hot Circuits: A Video Arcade," an exhibit that recently completed a tencity U.S. tour, is now on display in the American Museum of the Moving Image in Astoria, NY through May 1, 1994. The AMMI is the only museum in the country devoted exclusively to motion pictures, television, and video.

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The hand-on exhibition — the first museum retrospective of the video game — features everything from the first commercial arcade game, 1971's Computer Space to classics such as Pong, Space Invaders, Pac-Man, and Donkey Kong. Nearly all the 30 games in the exhibition are operable. Cutting-edge developments are also highlighted.



such as 3DO, virtual reality devices, the Activator, and interactive game networks.

Most of the machines are part of the AMMI's permanent collection. Curators who put together the exhibit, however, say that many classic games are near extinction. "We found ourselves not just mounting an exhibit, but conducting a conservation effort, saving games from oblivion," says museum director Rochelle Slovin.

New games will be added throughout the exhibition, and in December, "The Imagination Network," a cyberspace theme



park, will be added. In addition, visitors get a sneak peak at The Sega Channel this spring.

Coincidence? Or Something More?





1ACCAR

Hmmm... both are big, brawny men who use their wrestling expertise to beat people to a pulp. They're both about the same size, each of them are painfully slow, and they both hail from Capcom arcade games — just a coincidence? Hey, who are we kidding? They even have the same moves!

Madonna Ready for Prime Time

Madonna's Maverick Television Co. has signed with ABC to develop and produce projects, beginning with the four-hour miniseries biography, "Madonna: The Early Years" (go figure). Maverick has also bought the rights to Fall from Grace, the biography of junk-bond king Michael Milken. Producers are evidently talking to Ted Danson about starring.

Diana Ross will also star in and produce two movies as well. Whatever happened to record deals?

Chip Wars

Nintendo of Japan has raised the price of all games using Super FX chips by around 20 percent — adding about \$15 to an average game. A number of companies are planning to scrap projects as a result.

Hiller Days

Sacramento-based Prima Publishing recently published *Ultima VIII and Underworld: More Avatar Adventures* by Caroline Spector. The book features a walkthrough of Origin's PC games *Ultima VII: The Black Gate* and *Ultima Underworld: The Stygian Abyss*, and also includes interviews with the creators and designers of *Underworld* as well as previews of the new *Ultima Underworld II: Labyrinth of Worlds*.

PUGSLEY'S SCAVENGER HUNT

As if things weren't ooky enough! Now Pugsley Addams must go on a simply forturous scavenger hunt. There's all sorts of unnaturally delightfu traps And hidden switches all about. which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you - sa so get ready to get spooky, and gerserie gerkooky it's Pugsley's Scavenger

Hunt! En garde!





Screen shots shown are from the Super NES version of the game



The name of the game

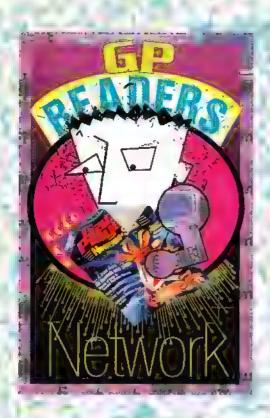
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Product Information Number 222



The Movie-

Certain movies I'd like to see are:

Castlevania: The Movie with not only Simon Belmont, but Alucard from Castlevania III, plus some new heroes (a female monster-hunter would be nice, as long as she doesn't wear anything too revealing, or my morn would get mad.) Simon should look like a Conan the Barbarian, not the guy on "Captain N," the Game Master."

Captain N: The Movie featuring Captain N and his friends, plus characters from Super NES games such as Cody and Haggar from Final Fight.

An animated movie based on Magic Sword or Golden Axe.

Splatterhouse IV: Rick gets hacked off and bad guys get hacked up.

Certain games I'd like to see are Bubblegum Crisis and Legend of Zelda: Role Reversal, in which Link gets captured by Ganon and Zelda rescues him.

And certain characters I'd like to see in a fighting game include a vampire who can hypnotize fighters and bite them or make bat-like swooping attacks; a cartoony here who throws pies at enemies and reacts to attacks like in a cartoon (his eyes bug out, and so on); and a guy in a chicken outfil (no, really!).

Tim Shanahan Fountain Valley, CA

You Were Wrong to Challenge Me

It's my guess that since your first issue, you've been able to answer any question asked of you. I'm pretty sure that I have two questions that you'll never be able to answer.

In Mortal Kombat, Goro is two thousand years old, and five hundred years ago he became Grand Champion. What I — and every other Mortal Maniac — would like to know is: Who did Goro have to defeat to become Grand Champion? And why did it take 1500 years of Goro's life for him to become Grand Champion? What took him so long?

P.S. Could you please run a picture of the Grand Champion?

> Greg Richmond, VA

That sounds like at least three questions, Greg, maybe four if you count the picture request, but we're not going to split hairs. According to Midway, the company that brought Mortal Kombat to the arcade, Shang Tsung (the final boss) was Grand Champion for a long, long time, keeping himself young by stealing the life and soul from each of his opponents. Eventually, Tsung was beaten by a Shaolin monk named Kung Lao. Years later, Tsung came back, "aged and weakened from the ef-

fects of failing to appease his gods." He brought along Goro, "an outworlder and former pupil," who beat the crap out of Kung Lao." All of this is covered in Midway's Mortal Kombat Collector's Edition Comic Book.

So to answer your questions: Goro defeated Kung Lao to become Grand Champion. It took him 1500 years to do it because he wasn't even on Earth before then — he was off in Kuatan, "fourth astral plane of Shokan, realm of the Outworld," learning martial arts from Shang Tsung. He's also a prince in Kuatan, Ruler Supreme of Shokan's armies, and he has seven wives, so there was plenty to keep him occupied.

Now it just so happens that we ran a picture of a victorious Goro standing over a defeated Kung Lao on our contents page, but here's a shot of Kung Lao defeating Shang Tsung. So there.



Mortal Kombet © The Comic Boek © 1993 Midway © Manufacturing Company, All rights reserved.

The Complaints Counter

I rushed out (like a lot of other people) and bought the Genesis Menacer. Is it just me, or has Sega shown little or no support for this light gun? I only know of two games for the Menacer besides the six-game pack-in—— T2: The Arcade Game (which I love and can defeat) and Mad Dog McCree (and if you think I'm going to shell out for a Sega CD, you're mistaken). A good game would be Lethal Enforcers, or they could make Mad Dog McCree for Genesis. The Menacer is awesome, but if Sega doesn't come out with new games soon, I'm going to sell it.

Justin Goney Urbana, OH

Mario Art!





Ryan and David Bittorf, Marshfield, WI





F. BONE Franky mought only knights were supposed to tight segons!

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP

PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION NEW YORK CITY

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS CATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTOREBITSY TO HISSIDE



Move too slow and you'll be shorted at what you see!



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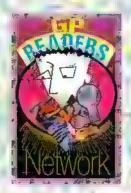
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FIRST PLACE: Laura Schumacher, Toledo, WA

Envelopes of the Month



We think Game Players is so great that my friends and I have made up a club called "The Game Players Club." Only game players and influential people can join! We try to make an official newsletter called "The Gamesletter" monthly and hand it out to fellow members. And in every newsletter, I comment on Game Players magazines. Every member who wants to join has to wear a Game Players shirt or hat!

Eric Nam (age 13) Bayside, NY

Eric. you're the schmooziest

Read by Romulans Everywhere

Even we aliens enjoy playing video games. We prefer Genesis — it sounds better. If you release a *Star Trek* cart, am I going to be one of the good guys? If you don't help me, I'll sic Spock on ya.

Shannon Ratigan West Hills, CA

We get a lot of letters from folks who sound like they're from another planet, but Shannon Ratigan is the first one to have pictures to prove it! We gave him a call, and it turns out he has appeared in five episodes of Star Trek: The Next Generation as a Romulan 1st Officer, Cool!



He says that he was a big fan of the old show, and these acting jobs are a fantasy come true — after all, he gets to intensely

hate the Klingons and Cardassians—despite some unusual job hazards.

The Romulan makeup, which takes a couple of hours to put on and a couple more to take off, is difficult because they glue your face together, pin and



glue your hair back for the wig, add ear points, and paint you weird colors. The alien uniforms don't seem to be designed for Earthlings Ratigan said. "After 15 hours in costume, it's easy to look fierce," he



confides. Now that we've got the pointy ear of a Romutan, look for behind the scenes stories in an upcoming issue.



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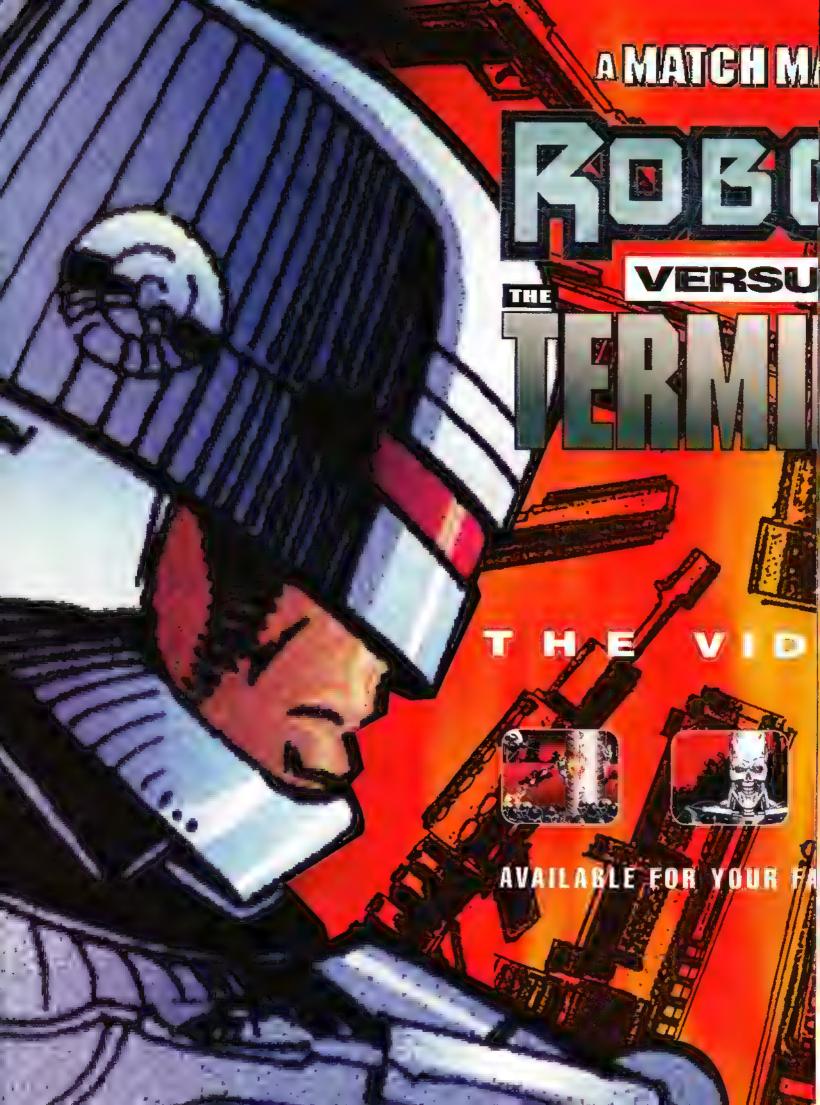
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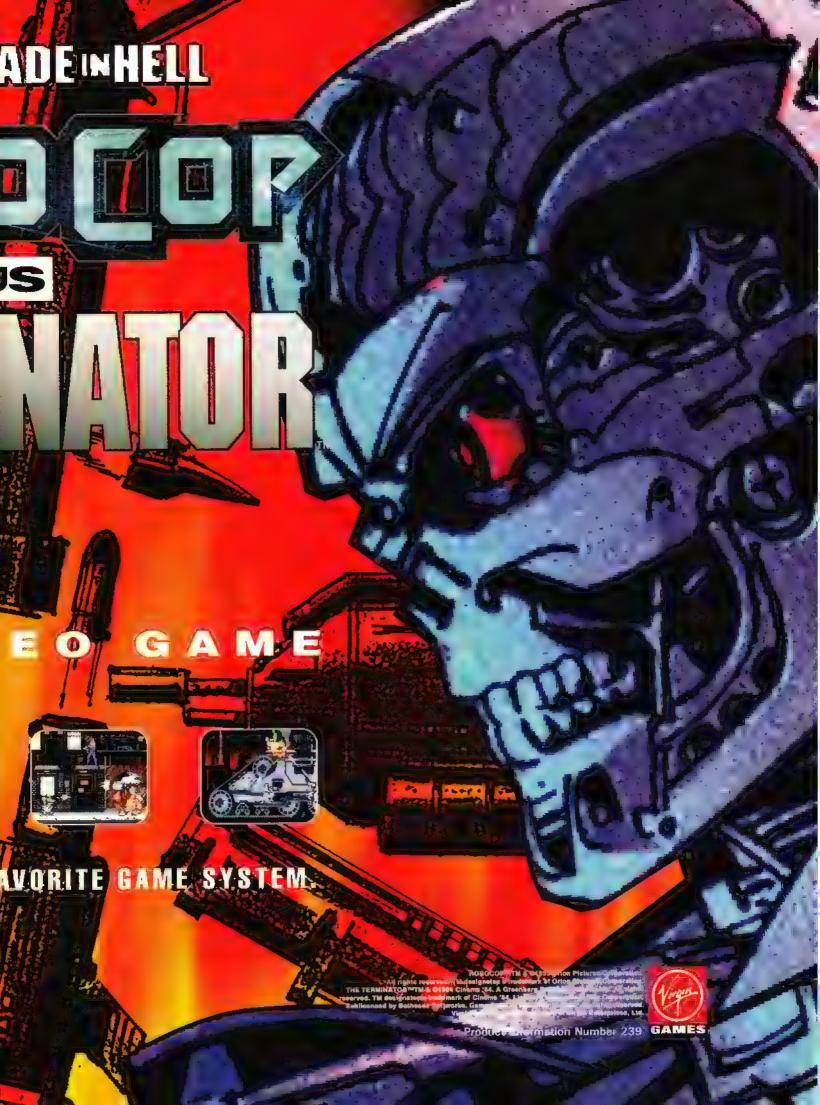
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If I win, I'd like (version): ☐ SNES® ☐ Gameboy®

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of the Month

I think it would be neat if there were a game about the Army, Air Force, Navy, etc., but not just a fighting game, more like a training game kind of like *Pilotwings* for SNES.

In this game you would be trained in the Army, Navy, Air Force, or any other military organization. In the Army, you would train on a course like the Army has or you could make one. When any

accidents happen, it would be exaggerated a lot and it would have great graphics and close-ups with lots of blood. There could also be ground assault vehicles to be trained for. After mastering a course, you would get a code and then go play war games. When you won at that, you'd go on a real mission. When you beat the game, it would be a spectacular ending with medals and ceremonies.

Jon Paulson Manson, Alberta Canada

Have a game based on Street Fighter II, but have superheroes in the place of the characters. For example, Batman vs. Wolverine, the Incredible Hulk vs. Superman, Cyclops vs. Wolverine, and so on. Each superhero keeps his special abilities and has his or her own place to fight — Gotham City, Metropolis, or whatever — as well as the option to play in comic or animated.

Great idea, but aren't all superheroes supposed to be best buddies?

Why hasn't a game company made a game about Garfield? Odie, Nermal, Pookie, and John could get kidnapped by evil aliens, and Garfield has to go save them or else he won't get dinner. You can use enemies such as the mailman, bad children, huge dogs, and

aliens. When you finish one stage, you rescue, for example, Odie, and he gives you tips to help you through the next level. You can also use lasagna as one-ups!

Jesse Bailey Atoka, TN

My idea of a great game would have the player as either Bigfoot or The Loch Ness Monster. If you played as Bigfoot, you'd evade the police, FBI, and Bigfoot researchers. The object would be to escape from a cage, get through the city and back to your home in the mountains.

As the Loch Ness Monster, you'd have to get to the other side of the lake to save your friend. On your way, you'd need to dodge researchers and other sea monsters.

Nathan Halderman Bellefonte, PA

I think it would be really cool to have an MTV Lip Service video game for Sega CD. In a one-person game, the player could be the lip syncher. In a two-player game, the other player could be Spinderella.

Randi Wojcik Cheektowaga, NY

Attention all would-be game designers! Beginning in December, we'll be awarding prizes for the Game Idea of the Month Winner (sorry, folks). First up, a Game Genie for your choice of machine. Send your idea to the Readers' Network!

The Burning Question
— August
The Last Word

If you could introduce the hardware of your dreams, what would it be?

I'd introduce a game debugger. It would be a cart for SNES that would descramble any SNES game to make it easier to play. Items or special places would be marked. Best of all, you could start out with all the supplies, items, and cargo you need, You could also program it to make characters jump, fly, be invincible. It would hook into the auxiliary port on the bottom of the SNES. I know I'm dreaming, but it could happen.

Travis Kane Flushing, Mi

I think that a neural network unit that connects to a cartridge (sort of like Game Genie does) would be neat because it could learn how a player plays against the computer. For example, the SNES would be able to "learn" how you play, Street Fighter 2, then be an extremely hard opponent because it would know what your next move would most likely be.

George Viamontes

Chesterfield, MO

The hardware of my dreams would be a "Connection Protection" device that would allow you to connect up to four separate game systems to one television. It would also allow you to connect your TV and VCR, as well as your home's cable system. It would provide shielding for each connection so there's no interference ("snow"). It would have lighted switches on the front to make it easy to see which system is on or off.

It would also provide up to six surge-protected power outlets. Another useful feature would be a telephone connection to allow users to access the Sega Channel, call a tip hotline, or take an incoming call without leaving their game.

Pam McDermott Ishpemling, MI

The Burning Question — Marger

Street Fighter vs. Mortal Kombat. Which is better, and who's the best fighter?

Hove Street Fighter because of all the cool moves and fighters. Hike Guile the best because of his cool hair.



Douglas Sellers Lewistown, PA I'm a die-hard Mortal Kombat fan, but why did the SNES version leave out the fatal.ties and gore? Even Street Fighter II has b.ood! They should have at least put in a "bloody mode" code for SNES players like they did with Genesis.

> Jeremy Bean Rockwell City, IA



The Burning Question — September

What do you think about 3DO? Too expensive? Is it one machine too many?

Ithink 3DO is one too many systems. It seems like every few months a new one comes out. I really don't think it's a good dea to come out with a new system while SNES and Genesis are still sering lots of merchandise. These two systems will never be beaten!

Bob Lynch Ant och, IL I think 3D0 will be the IBM of home video games. I have the Sega CD and have yet to be won over! I pran to get 3D0 on release and am waiting for the SNES CD, too.

Alan Popper New York NY

I've heard a lot about 3DO and I'm not very impressed. The price is one thing but from the pictures I saw, it looks to only be one player (seeing there is only one port).

If they produce 3DO games of popular hits

such as *Mortai Kombat* or *Lethai Enforcers* that look as good or better than the arcade versions I II probably invest in a 3DO system. If not 1.3 stick with my Sega CD.

Nathan Haiderman Bellefonte, PA

3D0 is the unsung hero of video games — or at least so far. If the makers play the ricards right the 3D0 could become the major video-game system. Of course, 3D0 signing to have a rough time climbing the video game ladder.

Mike Vess Baltimore MD

The Pen Pal Connection

I'm interested in electronics, and I'm an amateur radio operator (or "Ham").

> Jesse Rhoads, KE4CQE Route 2, Box 153 thawthorn, FL 32640

I'm 12, and my hobbies are video games, baseball, and basketball. I'm in the seventh grade and own a Super NES and Game Gear.

> Mike Press 29 Lounsbury Drive Raynham, MA 02767

My husband and I are serious gamers who would like to correspond with other adults into video | games. We're both 27 and have a particular | penchant for RPGs, but we like most any game.

Denise and Dave Smith 240 Kingston Place, #3 Akren, OH 44320-2225

I would like to have a pen pal who likes to play Super NES, likes the *Star Wans*-movies (and likes to talk about them), and likes to talk about just proular stuff.

Mike Shafer 9709 Beach Mill Road Great Falls, VA 22066

I'd like to talk to other RPG players. I'm 11.

Roland Zarate 201 Maplewood Drive Goldsboro, NC 27534

I'm a freshman in high school and own a Genesis.
I'm not very fond of Nintendo. Sex or age doesn't

Eric Moore 15706 Mapleview Circle Dallas, TX 75248

I would like to get in touch with a 10-12 year old who owns a Super Nintendo, I'd like to exchange tips. I'm 11.

> Jeff Krotosky RR #6, Box 671 Elmer, NJ 08318

I'd like to get in touch with someone with an NES or Game Boy. We could trade tips or just be pen pals. I'm turning 14 this month.

> David Britis 412 Garfield Avenue Downingtown, PA 19335

I'm 13 years old, and I'd like to get in touch with someone to talk about Super Nintendo, Nintendo, music, and other stuff. I prefer a girl, but a guy's cool.

Chris Vargas 1048 East 94th Street Brooklyn, NY 11236

I'd like to get in touch with someone with an NES or Genesis to share tips. I'm eight.

Kevin Burke 45 Perkins Street Stoneham, MA 02180

I'm 13 years old and would like to share neat tips for Genesis, Sega CD, Nintendo, and Super Nintendo er to just be friends. I'd prefer a girl.

> Richard Johnson 5 Autumn Street Windham, NH 03087

Pd like to be friends with other NES player and exchange tips. I'm 12.

Christy Crozco 4209 Grand I Joplin, MO 64804

I'd like to get in touch with other NES players to exchange codes, tips, strategies, or just be pen pals.

Anthony Aivarado 7613 Galliano Circle Austin, TX 78749

I'd like to talk to other Sega freaks about games and codes.

Reuban Formey 5 Cedar Cove Savannah, GA 31410

Few people I know own an SNES or Genesis. I'd like somebody (male or female) to write me about video games. We could exchange tips and strategies. I'm 14 and into games, comic books, and science fiction.

Dan Hinder HR1, Bex 87B Liberty, PA 16930

The Burning Question — November

Do programmable pads, Game Genies, and other hardware that let you "cheat" enhance game play? Do they add replay value? Is it just as satisfying to beat a game with hardware help as on your own?

Keep in Touch

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place. The GP Readers' Network wants you! You can reach us anytime — 24 hours a day, 365 days a year! Remember, published readers in upcoming issues automatically get a Game Players T-shirt, so start contacting us now!

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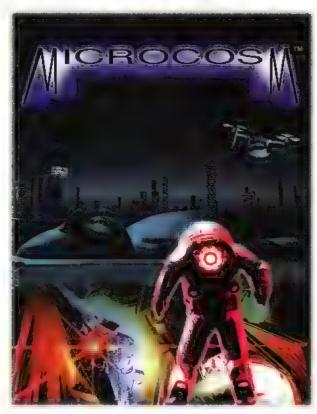
Compuserve 71333,2306

GEnie — Game.Players

Don't forget — GP Readers' Network is for comments about video-gaming — not for hints on specific games! These requests should be mailed to our "Game Players 27407" depart-

GP

Psygnosis GD's, you Just play it.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, artenes, and other body organs, you blast attacking viruses and your enemies defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.







TERRIBLE THING BRAVE ENOUGH, TO WASTE. BUT ARE YOU SMART ENOI



If this quest was simply a test of physical prowess, you would be all set. But the truth is your journey will be filled with diabolically challeriging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.

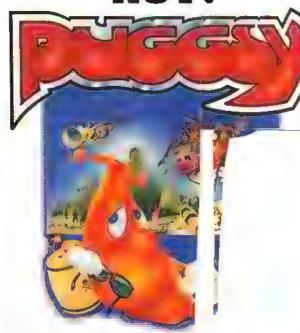






don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you of First there were rapid rodents, the mammals and now we've got first know you've got the moves to state to add brains to your arsenal. Now goofy little alien with a laid back the in a terrible jam. While catching alom planet, the local bad guys so ship. Now he's on a frenzied sear of the can't get home without their ride

Puggsy takes you through 50 plu lev quality play, filled with secret roc 1s, 1 and "Easter eggs" and featuring; 1 stal Interaction™ (TOI™) Puggsy actually 1 to control forty different objects, sc ving zapping over 100 different alien a ∋atu waddles his way through 17 bizar ∋ lar multitude of sound FX and tunes, "ugg. on an adventure that's endlessly ∈ ntertal





Psygnosis takes you to the cutting edge of SEGA CDTM technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CDTM has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of d with 3-D sound processive SEGA CDTM to the outer the Psygnosis' new games;

m wob



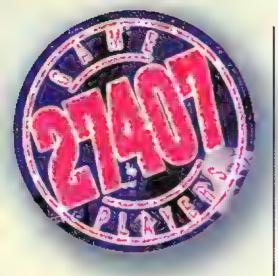
ast II. Psygnosis CD is onal.







Product Information Number 135



Legend of Zelda — A Link to the Post

I just can't find my way into the Dark Palace, located in the Dark World. Could you please give me some clues?

> Gary Harbor City, CA

As you make your way through the hedge maze that surrounds the Dark Palace, keep wandering until a little monkey begins to follow you. Once he's with you, head for the palace door. The monkey knows the way in and opens the door for you.

How do you find the blacksmith's partner? Also, how do you get the flute from the boy in the woods?

Robbie Spartanburg, SC

Don't sweat the blacksmith's partner. Later in the game, he just shows up on his own. To find the flute, go to the spot in the Dark World that matches the location of the boy in the Light World. Dig around the grove with the shovel he gave you until you uncover the flute.

Take it back to the boy and help him, and he lets you keep it. Stand in front of the duck statue in Kakiro Village and play the flute, and a duck flies you to other locations around Hyrule.

Our Readers Do It Again

I really need some help defeating those two raptors at the end of the visitor's center when I play as Dr. Grant.

> Kenneth Queens, NY

I'm stuck in Jurassic Park. As the raptor, I can get to the last stage and Dr. Grant, but it seems impossible to hit him. I tried everything, but nothing works. Could you help me out?

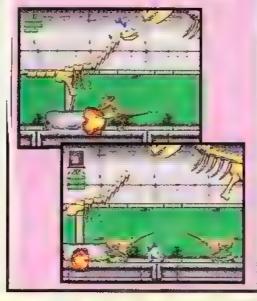
Jim Glenshaw, PA

Both endings in Jurassic Park seem to have a lot of folks stumped. We, of course, know how to deal with this, but instead of hogging the limelight, we'll just step aside...

To beat the raptors in the last stage, Grant must jump to the head of the Brontosaurus skeleton, then jump between the two raptors, being careful not to touch either of them. If he throws explosive grenades at the base of the two dinosaur skeletons, they both fall on the two raptors.

When the raptor faces Dr. Grant, you must claw-attack the base of the T-Rex skeleton until it breaks. Then Grant runs away.











Night Trap

Could you tell me how to prevent Lisa from being kidnapped in the bathroom at around 12 minutes or so? Where and when is the second code change? How can I protect the commando guy who says he's going in for a closer look? Anything else that would help would be appreciated.

Kevin Ganges, BC

Ooh! The infamous scene where Lisa either gets free or gets a drill in the neck. Your problem, indeed, is the second code change, which takes place in the living room at 9:00 (stick around for another ten seconds or so and you can trap an Aug in the living room with the new code).

You save Lisa by trapping one Aug in the bathroom at 12:37 — the secret is to pay attention to the sensor bar, not what's happening in the room. By trapping just that one Aug, Lisa gets away. But the commando's not so lucky. There's no way you can save him. In fact, his only purpose is to distract you from finding and trapping more Augs.

To speed you on your way, here's a complete list of code changes: 5:40, entryway; 9, living room; 13:27, entryway; and 14:13, living room (after changing disks).

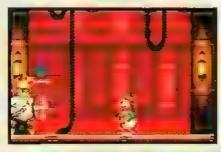


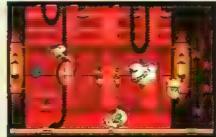
Quarkshot

How do you get past the boss of the Viking ship in *Quackshot* for Genesis? Does Big Bad have anything to do with it? One more thing: How do you grab the birds to get across the bottomless pit in the South Pole? Please help!

Thomas Greensboro, NC

Big Bad can't help you. Jump and hit the Viking between the eyes and he falls apart and jumps over you. When he does, turn around and hit him again before he hits back. When he's defeated, go back and talk to the Viking you talked to earlier. He gives you the green plunger. Now when you go to the South Pole, you can use the green plunger to grab the birds!





Capitalyania

I'm writing because in your September '93 issue, you told someone to use laurel and the Flame Whip to kill Dracula in *Castlevania II.* I've beaten the game about twenty times and I've only used the Flame Whip once. I have a better way to kill Dracula. When you get to him, hit him with the Flame Whip until he starts circling, then switch to the Gold Dagger. When he gets to you, keep pressing your weapon button as quickly as you can. He won't be able to get away if you hit him fast enough, and he'll die pretty fast!

Davi Tiaga Center, NY

Thanks for the tip!

My brother and I have played Castlevania II a lot in the last few weeks, but we can't find the fourth mansion (the one with Dracula's Nail)!

> Danielle Warren, Mi

Ah, a classic tip! To reach Bodley Mansion
— resting place of Dracula's Nail — trade
your blue crystal for a red one with the
warrior in Alba, then take the red crystal to
Deborah Cliff, located at the end of the Jam
Wasteland. Kneel at the base of the cliff, and
a tornado carries you to the top!

Final Fantasy Mystic Quest

We got to Falls Basin in Final Fantasy Mystic Quest for SNES, but now we're stuck. We can see things in different levels, but we can't get to them. Without help we'll be stuck forever, so please help!

Brandi Custer, WI

Sometimes you hear it in your sleep: "please help... oh, please help us... please give us the answer...." But anyway — there are two ice pillars near the entrance of Falls Basin. With a little effort, you can push them around and bridge gaps that are too wide to jump. Be careful, however — you can only push a pillar, never pull it. Anyone remember Boxxle?

Spider-Man vs. the Kingpin

Are there any tips for beating the Sandman in Spider-Man for Genesis?

Joel Climax, NC

When you reach Sandman, turn around and lead him to the left, all the way back to the beginning of the stage. Do it fast by using your web shooters and swinging there — if Sandman falls behind, he catches up. There's a hydrant at the beginning of the stage. Get Sandman behind it to the right and kick the hydrant. Then watch with glee as Sandman melts under the stream of water!



Etheraldo Santan

I've gotten past the Drake Headquarters and I don't know what to do next. Also, how do I get into the Dark Blade Club?

> Michael Whiteboro, TX

How do you kill the Vampire in the Dark Blade Club? How do I get to Bremerton? Please help me.

> Sean Newburg, NY

Hoo boy --- better sit down for this one. First, head along the bottom right of Daley Plaza, You'll find an alley that leads to the cemetery, and beyond the cemetery is a sewer with the Rat Shaman, Defeat him, and you'll find out about the Jester. Next, find Kitsune. Ask her about the Jester, and she'll talk about the Dark Blade; ask about the Dark Blade, and she'll tell you about the Vampire. Go to the Talisman shop in Oldtown and buy a stake, then ask the owner about Dark Blade. He'll give you the phone number. Go to the Jagged Nails bar and ask Cecil, the barkeep. about Vampires, and he'll tell you that they don't like Strobes. Mention Strobes to the other barkeep, and he'll loan you his. Okay, call the Dark Blade and talk to the Vampire. Offer him the Magic Fetish, and when you arrive there, the door will be open. Try to kill everyone inside from the moment you walk in the door - if you're lucky, one of the dead mages gives up a mesh jacket - and don't miss the Key in the library. When you find the Vamoire, blind him with the Strobes. threaten him with the Stake, and ask him about the Jester Spirit. He'll tell you the Jester's true name, along with his location and Laughlyn, but he'll lie, so ask twice. Now, the boat to Bremerton can't leave because Mermaids are in the harbor, so go to the Wastelands bar and ask the barkeep about Ice. Now that the Vampire is dead he's got some, and for a small fee he'll dump his ice in the harbor to kill the Mermaids. Now the boat can take you to Bremerton.

Final Fantasy II

Where do I find the following items: the Rune Axe, Dragon Whip, Avenger Sword, Crystal Ring, Zeus Gauntlet, and Dragoon Spear?

Also, here's a secret way to duplicate either a weapon or shield: Make sure the item is equipped. While fighting enemies, go to the Item screen and click once on a blank space. then scroll back to your weapon and shield display. Click again on either the weapon or shield (it doesn't work with arrows), and it appears in the blank space you selected. Hit B to exit to Battle Options and either finish the fight or run away. When the battle is over, equip the weapon or shield again --- you now have two! Note that your attack power is unchanged. Un-equip and re-equip once more and you're equipped with one and the other's left in your inventory, free to be sold or equipped by another character.

> Carl Massillon, OH

Wow! A tip that **smokes**! This works with **any** equipped weapon or shield by the way, including the Excalibur sword. Ever wondered what would happen if Edge used Excalibur for a Dart? It hurts. A lot.

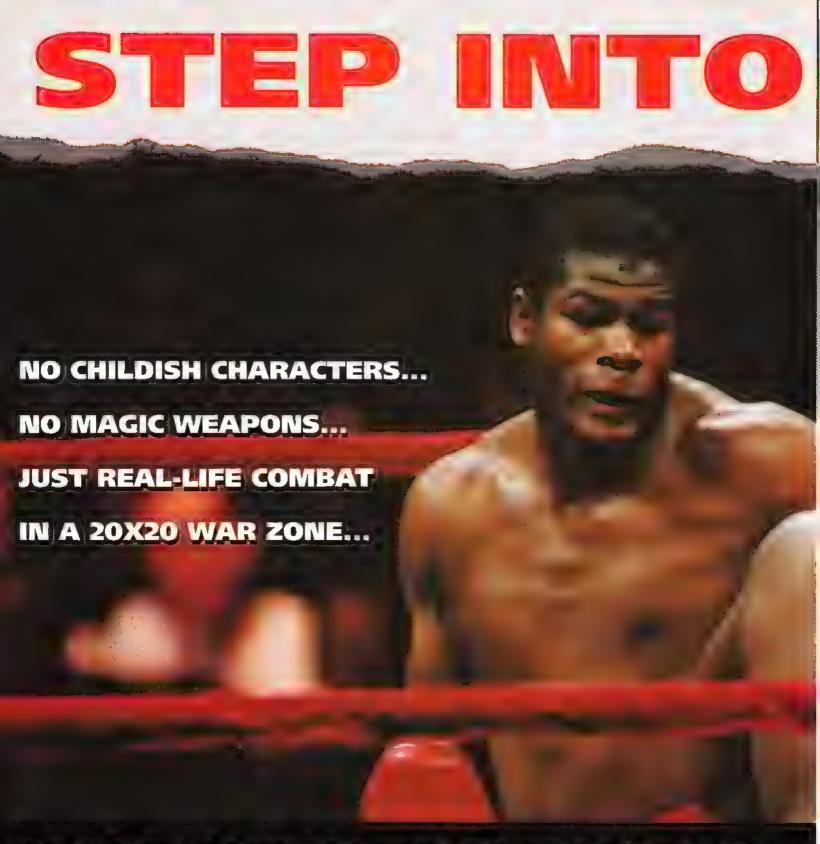
Most of the items you're looking for are left behind by different groups of defeated monsters: the Rune Axe by two Red Giants or two MacGiants; the Dragon Whip by two Blue Dragons; the Avenger Sword by two Red Dragons (also in a chest in the Sylvan Cave); the Crystal Ring by two Behemoths or two red Dragons; the Zeus Gauntiet by two Red Bones and three Skeletons, or two Skulls and three Red Bones; and the Dragon Spear by three Red Dragons or one Red Dragon and one Behemoth. Please note that not every battle gives you an item — it may take three or four tries before they cough up the







WHEN YOU'RE TIRED OF FIGHTING IN THE STREETS...



If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

THE RING.



Be "Bg Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and nb-cracking bodyshots



IALSO AVAILABLE ON



COMING IN DECEMBER FOR

GAME GEAR



After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.

RIDDICK BOWF BOXING

- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
- 25 ranked fighters and 65 boxers in all—each with his own personality and fight style
- Fighters age realistically throughout their careers
- Individual body and head damage meters
- Cool blow-by-blow sound effects
- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES*



2755 Compus Drive, Suite 130 + Son Moleo, CA 94403 + Tel: 415 525-3000

Product Information Number 134



The Immerial

I'm having trouble getting past the monster on the last level of the Immortal for Genesis. Could you give me any helpful tips?

Kimmie Raleigh, NC



Helpful tips? I think we can do a little better than that. Actually, you don't really beat the dragon — in fact, you need its help. Use the Blink spell six times to ward off the dragon's breath, then use the spell of Fire Protection. About this time, Mordamir shows up and tells you to use the amulet — hold it up to the light, but don't read the runes! He gets angry and takes the amulet, then begins to cast lightning spells.

Use the Statue spell three times to protect yourself, switch to the Sonic Protection spell to avoid his Sonic Blast, return twice more to Statue, then use your last Statue spell to avoid getting chopped up by the undead creature he summons (Whew!). Finally, use the Magnetic Hands spell to get the amulet back, and the dragon incinerates Mordamir without further ado. Now you get away from the dragon, but someone else helps you with that....

(Flamingorik

I am puzzled with part of level 2 in Flashback for Genesis. When I go after the escaped cyborg, I get a picture of him in my inventory, but I can't access it. And in Europa, after the first mission (when I have money), I go to the picture booth (in the area where the man is walking) and buy a picture. But the same thing hap-

pens — it goes into my inventory, but i can't access it. Is there some hidden cinema display or something?

Anthony Stockton, CA

It's not exactly a cinema display, but you're on the right track. Go into the bar and start talking to the bartender — you pull out the cyborg's picture and show it to him as part of the conversation. The picture you buy, however, is a red herring — you can't do anything useful with it, so don't sweat it.

GP

Write to Us!

Send your Questions or tips to: Game Players 27407; 300-A South Westgate Drive; Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies.

NEW DISK SYSTEM FOR SUPER NINTENDO AND SUPER FAMICOM FEATURES

-Save your game at any point (back up on diskette)

-Built in golden finger (action replay/genie type of device)

-Goldfinger password can be saved on disk for later retrieval

-Real time save/freeze games in progress at any time

-FX card available soon!

-DSP card available soon!

-3.5" High density disk drive built in.

-Unit contains 16 MBits of Ram (2 MBytes)

-24/26 MBits units available

-2.56 K static battery back up ram on board

-Possibility to connect to PC/AMIGA/ST VIA CABLE LINK

-3 months warranty on parts and labor

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Who Left The Door Open?



They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...



GamePlayers at the top"

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler

dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love

every minute of It!





THE MAGICAL WORLD OF DISNEY

Any time you run across a Disney reference—a skeleton wearing mouse ears, Sebastian the Crab, and so on—you should experiment with the graphic to get something cool. For example, there's a pair of mouse ears on a clothesline in the desert. Position Aladdin so he's a step behind it, and let him stand there a second or two. He looks one way, then the other, and when he does, he sticks his head in the mouse ears and a one-up appears! Try other neat tricks with the rest of the Disney references.



Position Aladdin so he's standing just behind the mouse ears...

...and he earns a surpnse one-up!





GET UP!

This isn't the most earth-shattering manuever in the world, but it's still a nice trick: Go to the Options screen, highlight the "Extra Joy" option, and press the L and R buttons simultaneously. Now if you're knocked down during the game, you can quickly hit the L and R buttons again to jump back up.



Go to the Options screen and hold the L and R buttons while at "Extra Joy."



Now you can hop back up after being knocked to the floor by pressing **L** and **R** over again.

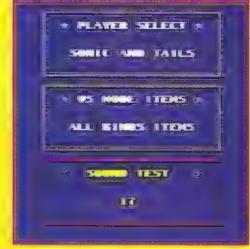


SUPER TAILS

Enter the old Stage-Select code at the Sound Test on the Options screen (play these tunes: 19, 65, 9, and 17 — a chime sounds if it worked). Return to the title screen and press Start while holding down the A button — a level-select screen appears! Go to the new Sound Test and input these tunes: 1, 9, 9, 2, 1, 1, 2, 4 for the Debug mode, then 4, 1, 2, 6 for Auto Super Sonic.

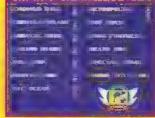
Highlight the stage you want and press Start while holding the A button. Now you can change Sonic into different things by pressing the B button, then use the same button to change him back. Change him into a ring and use the C button to place tons of rings. Change back into Sonic, grab them, and become Super Sonic! While you're still Super Sonic, change into an item box and place one on the

ground. Jump on it, and Tails becomes invincible! Now neither one of you can be hurt!



Input the original Stage Select code...

...then the "Debug" and "Auto Super Sonic" codes...





...and place lots and lots of rings all around you.



Turn into Super Sonic, place an item box on the ground, then jump on it — Tails becomes invincible!







If you sink you've seen everything, wait a minnow. Aquatic games is the wildest, wacklest sports game ever. Dive head first into Olympic events like the 100 Meter Splash, Eel leaping and Kipper Watching. It's a shell of a good time for everyone from parents to little squids!

MINISTER OF STREET STREET, STR

You'll laugh so hard you'll wet your pants, but that's what's so fin-tastic about this game. Nobody will even noticel individuals and teams. Up to 4 players.

nds of America lay, ©1977 Hardwards of America lary, ©1993 Sodia Copplish.

Product Information Number 226



THEHOITEST TITLESSIAI F-THE-ARI ECHNO HANDLE





KNOW YOUR ENEMY

Plug in **controller 1** and press the **X** button at the title screen — you're taken to a special "scouting report" on the first boss, then returned to the title screen when you're through studying him. Press **X** again to see the next boss, and so on. Easy, huh?



Plug in **controller 1** and press **X** — you go to a special boss screen!



Keep hitting X to view all the bosses.



SOUND TEST

Hold down the **Select** button and press **Start** at the title screen — a secret Sound Test menu appears! Now you can listen to any of 24 different sounds by using the controller to select the tune, then pressing the A button to hear it.



THE RIPKEN ALL-STARS

First select any of the three Exhibition games When it's time to choose your team, hold the L and R buttons and press Start — the "All-Cal's" team appears! Now you can wax your opponents with the best team in the league!



Select an Exhibition game and press Start.



When it's time to choose your team, hold the L and R buttons while pressing Start — Cal's own All-Star team appears!



SKIP TRACKS

Use this code to skip to any level that you wish in this Game Boy racing cart: Just after the cars stop moving at the title screen, press B eight times, A eight times, then B once for each level that you want to skip. Too easy!



Press **B** eight times and **A** eight times at the title screen.

Now skip any level you want by pressing **B**!

STRSE 3
RATE 0020000
TIME 1:25:00

AMERICAN TECHNOS COMBATRIBES

TOO MANY CODES!!

Combatribes is just stuffed with cool codes—let's get right to them:

Higher Difficulty: Hold down the A, B, L, and R buttons on controller 2 and Reset the game. Now go to the Options screen — the difficulty should be set on "Super." Think you're tough enough to tackle the tribe now?

30 Credits: Hold down the **Select**, **L**, and **R** buttons on **controller 2** and **Reset** the game. Let go of the buttons when you've returned to the title screen and start a new game with 30 extra continues!

Single Elimination Tournament. It usually takes a best two-of-three fights to win a match in Vs. mode, but here's how to win in just one fight! Hold down the A and B buttons on controller 2 and Reset the game. Now select any Vs. mode game and start playing!

Five Round Fights: Vs. mode matches normally go only three rounds, but not any more! Hold the X and Y buttons on controller 2 and Reset the game. When you load a game in the Vs. mode, each match now lasts 5 rounds!

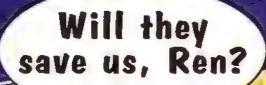
Extra Energy: Hold L, R, and Up on controller 2 then Reset the game. Now your energy meter's twice as big when you start a new game! NOTE: This works only for Normal mode, and it can't be used with any other codes. You can't see the added energy, but you have to get hit for a while before you lose any of your reserve.



The Super Hard mode is for experts only!

The game's a little easier with 30 extra credits!





I hope so, Stimpy...your breath is <u>keeeling</u> me!



Up to 16 lip-smacking levels of twisted gomeplay, man! Yes, sir I like it!



Load up on putrid power ups like straky socks, band-aids, Powdered Toast . . . even Log"



Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

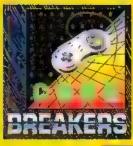
Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet deesgusting journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!



Product information Number 112



You can make the Vs. mode one round or five!





Say — that's a pretty big energy bar you've got there....



MISSION PASSWORDS

Here they are, the previously Top-Secret mission codes that allow you to skip to any level!

Mission	2:	Sub Attack	RLMGYKBX6G0
Mission	3:	Training Ground	9V6JK39W4H6
Mission	4:	Night Strike	XT6JKV74PJK
Mission	5:	Puloso City	VNHCFXTNPJK
Mission	6:	Snow Fortress	W6ZFVWN4CDX
Mission	7:	River Raid	THDVMHCZJKL
Mission	8:	Mountains	7CYXV4MHPJK
Mission	9:	Return Home	N46P3LMHPJK



SAME VS. SAME —

On the character selection screen, continue to press the L button until the WWF logos in the background stop moving. Now hold down the L and R buttons without making the logos move again and press **Select**. Now you can choose to fight two of the same wrestlers against each other or put them on the same tag-team!

You can also execute a "Super Punch" by putting in *this* code: When the legal screen starts to fade, press **B**, **Y**. When you hear "ugh!" you'll have the Super Punch.

MAXIS SIM EARTH

TEST MODE

This code allows you to access a secret Test Mode that lets you do things like view the ending, hear a sound test, and more! Press and hold the L and R buttons, then press Start at the title screen. That's a big payoff for a code that easy!



PASSWORDS



Here are the all passwords to Sega's dinosized blockbuster. If you're Dr. Grant, you begin with 60 of each weapon on every level!

RAPTOR

1	EASY	NORMAL	HARD
2	IVVVVVTA KVVVVVTC	KVVVVUB	KVVVVVC
4 5	M V V V V V T E O V V V V V T G	HUVVVVJE HUVVVVVO	M V V V V V G O V V V V V I

GRANT

	EASY	NORMAL	HARD	
1		 ,	-	
2	2777770	2 V V V V V U R	2 V V V V V V S	
3	4VVVVVTS	4VVVVVUT	4 V V V V V J	
4	6VVVVVTU	6VVVVVUV	67777770	
5	0TVVVVV8	8 V V V V V U 1	8 7 7 7 7 7 7 2	
6	AVVVVVT2	AVVVVVJ3	8 V V V V V V 4	
7	CVVVVVT4	CVVVVVU5	CVVVVVV6	



BULLS VS. BLAZERS

NOTHIN' BUT NET

How would you like to nail almost every threepointer, uncontested? Using the A button to shoot, fire up a jumper just after you've stepped across the half-court line, standing half-way between center court and the out-of-bounds line. Unbelievable! Even Larry Legend would be impressed!



Stand in the circled area and throw up a shot using the **A** button.

Three! Now you're ready for prime time, baby!





TURN THAT MUSIC DOWN!

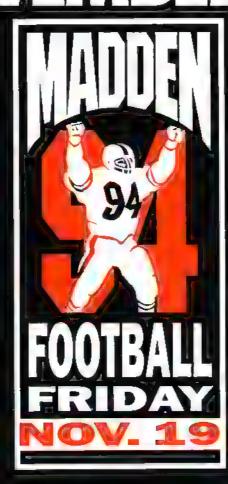
Arrgghh!! A dolphin's hearing is too sensitive to listen to the same tune over and over again! Hit **Start** to pause the game, then press button **A** five times — no more bothersome music! OK, so this isn't a great code, and you probably wouldn't want to turn off the music anyway. But, hey, it's a code.



"I'm free! Free, I tell you! Freeeee!!"



THE NEW SEASON STARTS NOVEMBER 19.





A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch your "D."

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The players are bigger and the hits are harder all season long. And Johns back with all new commentary. "Now that's big-time footbali"

serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

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Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966 12 All-Star franchise teams since 1950, and 2 All-Madden teams

Bluff your playcalling.
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See if you're still standing
by Super Bowl'
Sunday. There's

Sunday. There's 4 Way Play™ for slamming tournament action.



The Saints'

backers

In the Super NES version, a 360° camera lets you review every angle of any play. You can even isolate any player on the field

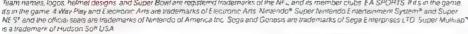
Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.



Also available on Super NES^a with Hudson Soft Super Multitap^a 5-player support



If it's in the game, it's in the game."





s Atari, the video-game Goliath of a decade ago, brings its 32-bit Jaguar into the marketplace - joining 3D0, CD-I, LaserActive, and others - Nintendo and Silicon Graphics plan to produce a 64-bit machine that's supposed to put them all to shame. For the home player, better machines mean better gaming ... plus better choices.



he 64-Bit World of Nintendo

Silicon Graphics is probably best known for creating the morphing T-1000 effects in Terminator 2. The company's work was also seen in Jurassic Park. It has influenced the motion-picture industry to the extent that some directors have rewritten scripts to

incorporate its special effects. Now the company has joined forces with Nintendo of America to develop "the world's most

advanced entertainment machine," otherwise known as Project Reality.

Under its agreement with Nintendo, Silicon Graphics will receive royalties for the use of its 3-D technology. The machine itself will be marketed by

Nintendo, reportedly for under \$250 (we'll believe it when we see it). There's no word vet on the two biggest questions: Will Project Reality take the place of Nintendo's long-overdue System 32? And will the 64bit machine be compatible with any current Nintendo software?

Evidently Nintendo hasn't decided on a software platform. Those in the know are beginning to question the memory storage limitations of cartridge games. And, of course, Nintendo evidently doesn't have faith in a CD-ROM machine, having balked on several occasions to release the System

Arcade versions of Project Reality may give players a peek at the technology as early as next year, but don't expect the home machine to hit store shelves until late in 1995.

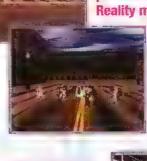


The computergenerated dinosaurs galloping through Jurassic Park and the morphing T-1000 from Terminator 2

are products of the creative team at Silicon Graphics.

> Although it's still in development, Nintendo and Silicon Graphics promise the Project Reality machine will offer

> > real-time, 3-D graphics, and **CD-quality** sound.



Silicon Graphics takes a tour through a Mario gallery with texturemapped wooden floors and ray-traced 3-D



Nintendo's recent alliance with Silicon Graphics may drastically change the world of gaming.



- true 64-bit MIPS/RISC 100+ MHz
- real-time 3-D graphics
- 24-bit color

graphics.

- da-resolution video
- **CD-quality audio**
- 100,000+ polygons per second
 - 100+ MIPS
 - 100+ MFLOPS
- real-time, anti-aliased 3-D
- texture-mapping comparible with high-definition TV

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THE LOST VIKINGS ?









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TALLS

Logging on to the Gateway system



You can play games, watch movies, or access World-Link travel information.



The Gateway controller is laid out like an SNES controller, except for volume controls and a flight-attendant call button.



nteractive Adventure



The next time you hop on a plane, the inflight entertainment might consist of more than a movie. By the end of 1994, Nintendo's new Gateway Interactive System should be installed in more than 20 Northwest Airlines planes serving some 30 major cities worldwide.

Gateway Interactive is a seat-back controller and LCD monitor that lets passengers play SNES games, watch movies, make phone calls, catalog shop, or get travel information. Because Gateway is installed plane equipment, it won't

interfere with on-board electronics, so it can be used during the entire flight. LodgeNet is installing a similar application in various cruise ships and hotels.

Unfortunately, the system isn't free. Travelers can access any of the services with a credit card, with a cost of about \$4 per hour.

Use LodgeNet in hotels or cruise ships to access your room account or play some Mario.

eripherals 0'Plenty



Acclaim's Dual Turbo

Are you tired of sitting on the floor because your controller cord isn't long enough to reach the couch? Does the cord get in the way during those fierce fighting games? We've got just the solution — go cordless! Acclaim's Dual Turbo wireless remote gives SNES and Genesis players cordless action up to 25 feet away from the game decks, and Sega CD compatibility is optional. Each controller has slowmotion and turbo-fire options, as well as automatic battery shut-off. You can go solo

or head-to-head: a set of two controllers retails for around \$60.

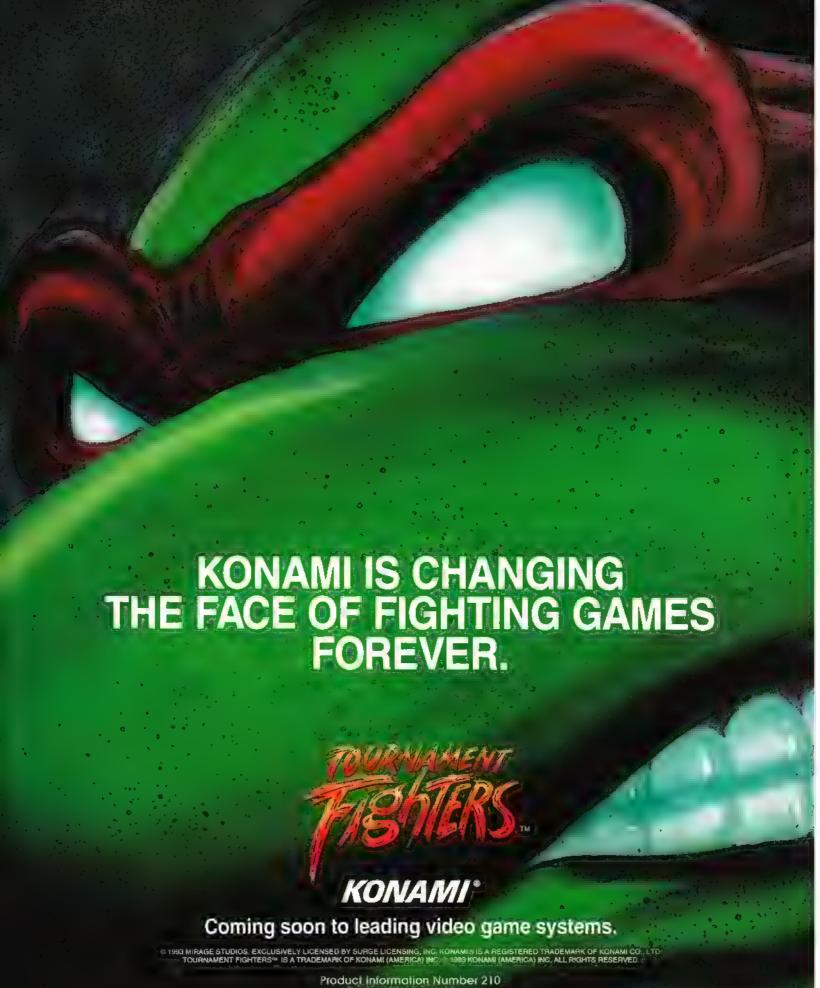
Only SNES players can use Konami's Hyperbeam. This wireless controller is effective at 30 feet or more. Unlike the Dual Turbo, the Hyperbeam's infrared receiver must be positioned like a satellite on top of your game deck. It retails for around \$30.



Konami's Hyperbeam

Can e Flajin '

To prolong the life or your controller and maximize game play alred controllers. Helevated controllers, Refer to the freshment of the freshmen



"THERE'S SOMETHING ABOUT KNOWING THE NAME OF THE GUY TRYING TO RIP YOUR HEAD OFF THAT MAKES IT MORE PERSONAL."

JOE MONTANA





⁴⁴My MAN JERRY RICE, HAULS IN ANOTHER. NICE PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS.³⁰



"BARRY SANDERS WITH A "SPEED BURST" DOWN THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."

GUYS LIKE BRUCE
SMITH, JUNIOR SEAU,
REGGIE WHITE AND
CORTEZ KENNEDY. IN
MADDEN '94 ALL YOU



GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE DIGITIZED

PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS, A ZOOM



VIEW AND A COMPLETELY REVAMPED PASSING GAME. GET
SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA.

HEAR THE PLAY BY PLAY COMMEN-

TARY. WATCH FROM THE NEW BEHIND THE

QUARTERBACK VIEW. AND LEARN FROM THE

TRUE PLAY CALLING PHILOSOPHY OF EACH

NFL TEAM. JUST GO EASY ON ME, OKAY?





WE SWEAT THE DETAILS.

Product Information Number 225



Get Activated!



If you're looking for all the fancy features of a pre-programmed turbo pad, but you're still fond of your existing controller, check out Tyco's Power Plug. This hardware fits between your game deck and controller, allowing you to customize moves without shelling out for a new pad. Eight features allow you to do everything from combination moves to power steering and from turbo to slow motion.

The device was developed after Tyco's research found out that players didn't want a modified *new* controller; they wanted something to enhance the pads they already owned.

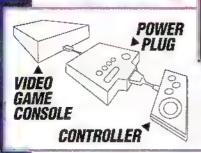


Get ready to kick some butt — Interally.
Sega's new Activator puts you in the center of the action, using your body to control the on-screen characters in games such as Streets of Rage 2, Street Fighter Special Champion Edition, and Winter Games. Look for games with an "Activated!" sticker that indicates they're compatible with the peripheral.

Sega recently gave Game Players an Activator test drive, and we were pleasantly surprised. This is no Power Glove — the Activator is a lot of fun to use, and it really adds a lot to the action, especially in fighting games. You can also access options, such as rapid-fire, that a game may not offer to players using a normal controller. The Activator will retail for around \$80.

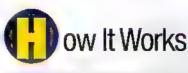
The Activator
— there is no other.

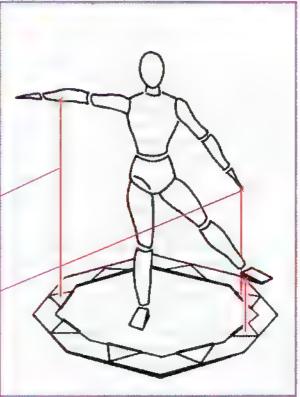




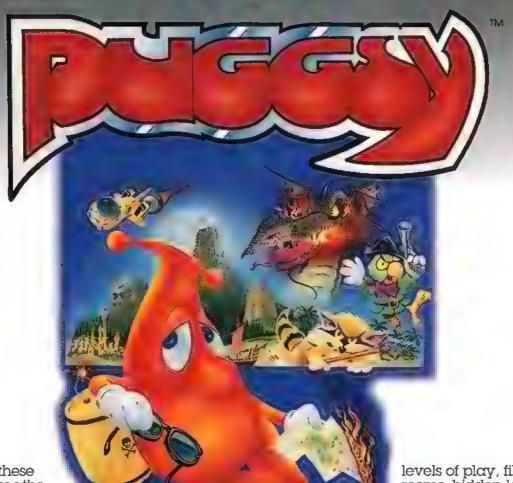
Infrared beams serve as a forcefield.

Players' movements break the beam and trigger on-screen characters' actions.





Quick, fluid movements trigger special moves. If you're good, you've got an extra advantage over players using regular controllers. GP



You've played these games, you know the score: First there were rapid rodents, then came

the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien If you can't find this game at your favorite retailer call:

world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

levels of play, filled with secret rooms, hidden levels and "Easter eggs". With Total Object Interaction™ (TOI™) Puggsy

actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and

> tunes, Puggsy takes you on an adventure that's endlessly entertaining.







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At the start of the game you come face to face with your enemy, but he's too powerful for you Don't worry-- you'll get another chance



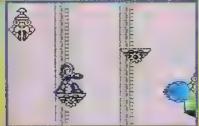
ump over his attack and blast him while he's unprotected.



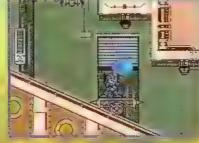


Mega Man X Mega Man X





Take the elevator to the top, but watch out for the flying "grabbers" that circle you — they'll pick you up and carry you off!



Hitch a nde on this rail car and nothing will stand in your way. Just remember to get off quickly when you reach your stop!



The huge mechanical digger in Armor Armarge's level will ground you to a pulp uniess you high-tail it out of there.



Dr Light will help guide you from time to time. Always heed his advice?



You can jump higher while underwater so use that advantage to

eap to the tall platform on the far right when dealing with the sea serpent. He won't touch you!



Occasionally you'll find Dr. Light's power-up stations, which unlock Mega Mari's hidden potential. You can upgrade your legs in icy Penguigo's world.



The lightning bugs in the Spark Mandriller stage usually won't bother you, but keep a plasma shot stored up just in case.

This enormous blob creature in the Spark Mandriller stage is even harder than the boss! Use the dash manuever from Icy Penguigo's stage to keep away from him.



Get this-your controller is not obsolete This might come as a bit of a surprise since this magazine's loaded with ads trying to tell you that your controller is a piece of junk

bOMEB SPREW MILL ding Kon word total dame betromance than any of those mega-dollar new controllers. They just dou's Bor what we bor Connect the POWER PLUCIM between your controller and your system and go kick some butt.

VIDEO GAME CONSOLE



No one else deats THRASH " power Select THRASH mode on POWER bl7np. aug kon senvate bleblodisiuwen moves for best-selling games like Street Fighter IIIM Hit one button on your core troller instead of four, and you own the Humcane Kick Think of the possi bilities of Contra III. The Alien Wars Streets of Rage Ilim Super Star Warsin



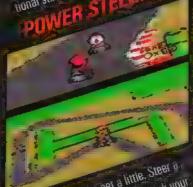
even Turdes in Time. No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair you still gatta fight your way to the top

Mant to create your own combination moves! No problem. Program the moves vouself with the killer PRO THRASH" leature, which you only get with the POWER PLUG "Do It your way, any combination, any game. Up to 17 commands



channelled to any pritton on your nolonger obsolete controller. So in X Men And put ous prittou to wake Molneius go a spinning, stashing jump. Starting to get

Look out for that - CRASHI - cat. the bicinies. Welcome to POWER PLUG'S POWER STEERING mode, this is analog propor tional steering. No more all right, all left.



Marin Steer a little, get a little. Steer à lot, get a jot. Mester this and go ask your old man for the keys. He will, of course say no, but it doesn't hurt to ask.



Oh yean, all those other advanced controller leasures AUTO FIRE VARI ABLE TURBO, SLO MO-WE give you them too. But next to THRASH PRO THRASHIM and POWER STEERING, that's just kin stuff. Myar it han last pondur a usm convoller, Don't worky With POWER PLING what controller won't be POWER PLUCIN is available for both Super Nimendo and Sega Genesis POWER PLUG M TURN YOUR CONTROLLER INTO THE ULTIMATE

GAME WEAPON

Nintendo



GENESIS

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Product Information Number 142

TURBOCCIONE

Slow

Nega Man X Mega Man X Mega Man X Mega Man X Mega Man X Mega,





Marca Levela Marca Marca mor. Jumping aboard will give Mega Man the super strength and endurence of the robot.





Beel Roberts, Beel











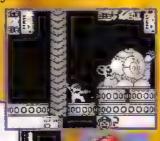




More Mega Mark Don't think for a minute that Capcom's forgotten their

loyal NES and Game Boy players! The original line of Mega Man adventures will move forward, continuing our hero's struggle against the evi! incarnations of Dr















GP



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GAME BOY





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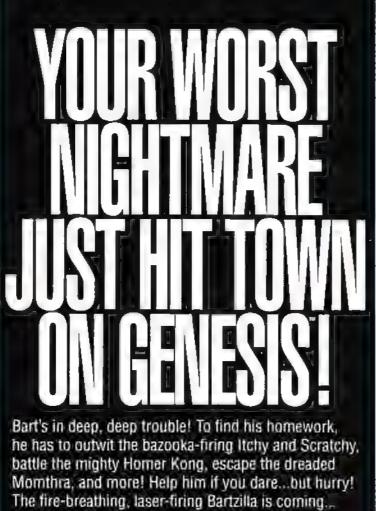
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and this dream has nightmare written all over it!!!



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ALSO LOOK FOR BART VS. THE WORLD OH GAME GEAR"

THE SIMPSONS BARTS NIGHTMATE

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Parie Sanie Sanie Sanie Sanie Sonie Sanie Sanie Sanie Sanie Sanie

THE HEDGEH

Jeff Lundrigan

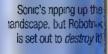
The future isn't what it used to be --- not since Robotnik and his new, improved Mecha Sonic started messing around with the past! That's right, Sonic is back, and this time it isn't just the world that's under Robotnik's evil thumb, it's all of history!

It seems the rotten doctor has planted weird devices in the past to traj. all the animals and make the future as dead and lifeless as possible. So ou favorite blue hedgehog not only has to defeat Robotnik, but also travel to the past and future to fix the doctor's nasty handiwork!

But the real mystery here is: where's Tails? Sonic's little fox buddy ain't nowhere to be found. Instead, Sonic's got a new pal, a love-struck hedgehog girl no. Tails, we hardly knew ya ...













Shield



Power Sneakers











Sega of America 130 Shoreline Drive, Redwood City, CA 94065

The Tale of a New Sidekick



Sonic's got a new friend; Rosy, whether he wants her around or not! She grabs hold near the end of the first stage and won't let go:





But hey, this is a video game - by the beginning of the Collision Chaos Zone, Mecha Sonic has captured her and run off!





You won't see her again until the final zone of Stardust Speedway, in round six! Then, it's a deadly race with Mecha Sonic to see who gets to her first.

If you're really the fastest hedgehog alive, you's leave Mecha Sonic a heap of twisted metal, and Rosy will be free!







used to seeing. Sonic can grab two new ones: the Past and Future roadsigns

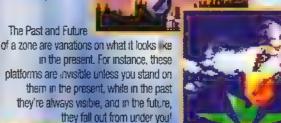


While the sign is active, have Sonic get up to speed.



...and do the Time Warp







If you go to the past, you I find Mecha Sonic, dissing around with local wildlife. You'll also find these Saucer Things destroy them and change history!





You might notice that the future

doesn't look like a nice piace

That's because Robotnik has

messed it up good!



If you can make it back to the future, you'll find that it looks a whole lot brighter and more cheerful - birds fill the air, and little animals jump with joy!



This guy's we recer-tempered sissy.

He's Taffy—a simple glob of salt-water taffy, turned into a mean-spirited ball of solid sugar. And he's ready to whack, snap and punch any other Clay Fighter that gets in his way.

Thereby beer seems

Dear wonderful parent,
Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of lavghs) for the holidays, that would be C.K. with me. Did I say you were awesome, too?

Your loving kid,

The rush is on to get in on all of the hilarious fighting power of Clay Fighter.
Because if you take your sweet time, you might miss all the fun!

Cut here and give to parent



irvine, CA 92714

Product Information Number 182

Sanic S

The Good, the Bod, and the Robotnik



Robotnik's got a few new toys to play with, but this droid at the end of the Palmtree Panic zone is less than lethal. Jump and hit it anywhere - basically, just avoid the spiny feet!





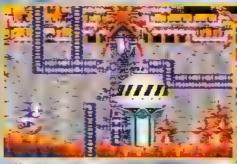
bottom. Wait unto the last moment to jump

over his shot and hit him:

The Quartz Quadrant zone ends in a weird scene. Run or spin against the doctor's pod to force it into the conveyor belt. The belt wears it away like sandpaper Watch out for the bombs falling from the ceiling!



At the end of the Wacky Workbench zone, the old doctor gets mad. You'll have to use the blocks he drops on you to protect yourself from the beams on the floor, and to boost you to the next level.



After defeating the good doctor, each zone has a Force Pod you'll have to spin into and destroy They blow up real good.



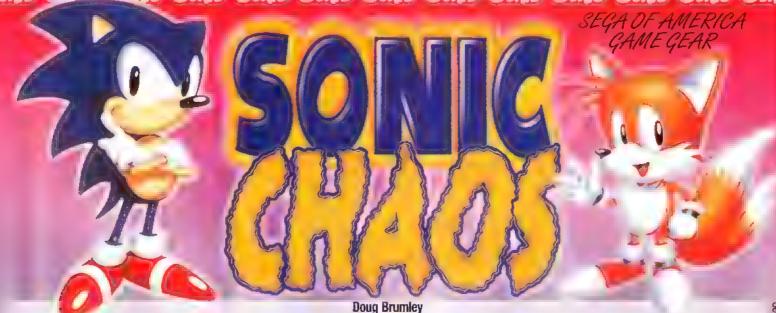


Just like Sonic 2, if you can reach the end of the stage with at least fifty rings, you'll find a big ring you can grab for the Bonus Stage.



But what a bonus stage! Wild 3-D scaling effects rule as Sonic zooms around, spinning into spaceships and destroying them for bonus items! Go get 'em ya big blue hedgehog!





Will that evil Dr. Robotnik ever give up? He's up to his old tricks again in Sonic Chaos for Game Gear, and the fate of South Island and all of its inhabitants, including Sonic, is in jeopardy.

Dr. Robotnik has stolen the Red Chaos Emerald and has his eyes set on the others. Sonic's job is to go through each zone, attempting to collect 100 rings in the process. As soon as he grabs the 100th ring, he is then transported to a parallel universe in which he has one minute to find the hidden Emerald. To gain possession of the final Emerald, Sonic must beat Dr. Robotnik. And to restore order to the universe, Sonic must get every Emerald.

Sonic's bud, Tails, makes an encore appearance in Sonic Chaos, after helping

Sonic take care of Robotnik in Sonic 2. Players can choose to play as either Sonic or Tails, alterno the level of difficulty. Playing as Tails offers an easier route through the game, since Tails can fly over deadly obstacles that Sonic would have to face. But only Sonic can reach the special stages to find the Emeralds.

Sonic Chaos contains six new zones, each with three acts. The acts are filled with new enemies, traps, and bosses, but still retain the secret passages and hidden power-ups that were so frequent in the earlier Sonic games.

For Sonic, it's time to pull those little red sneakers out of the closet and lace 'em up tight. For you, it's time to practice that Super Spin Attack and put an end to Dr. Robotnik's evil ways once again.



Because of Tails' flying ability you can choose to play as him and take an easier route through the game. Or just explore areas Sonic could



new power-up that gives Sonic more hang time than Michael Jordan.



guys will get in Sonic's way, but sometimes their springs will let him reach higher platforms and rings.



more

goodies.



00 nnas, Sonia sent to a special ge where he as one minute to ind the Emerald

Sonic must find all five Emeralds to truly defeat Robotnik.

essence on

these tricky

platforms, but

watch out for

the flying

robots.



are often located in the tunnels.

but robot foes are never too far away



Sonic really uses his head in this zone as he busts bricks to reach higher platforms and power-ups.

Mecha

Tree

Green Hill

Zone: This



at Sonic's disposal. They II allow Sonic to pogo across the landscape until he runs into an obstacle.



Turquoise Hill Zone: This motorized Lady Bug Boss steadily pursues Sonic at the end of the first zone.



Gigapolis Zone: The Bead Worm Boss throws itself at Sonic, Well, actually it tosses sphencal sections of its body to finish the hedgehog off.



This Bouncy Boss robot tries to pump Sonic full of bullets while springing back and forth,



superb tree climbing abilities.

Hugger Boss shoots fireballs at Sonic while displaying



Electric Egg Zone: At the conclusion of the game,

Sonic must be moving

fast to defy

gravity on

these three

corkscrews.

Or Robotnik uses this Laser Walker that fires rebound shots as well as straight line biasts to try to put a damper on Sonic's day.

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ANY OF THESE

4

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EVIL ROBOTNIK: Spider or no spider, in any form, Dr. Robotnik is one mean dude.

TOXIC CLEANUP: Bust up Robotnik's fun and clear Sonic a path to the ring bonuses



Robotnik has trapped one of the Emeralds in a toxic vat; Sonic must drain the slime from the vat before he can get the Emerald



Bagging enough worms and targets will cause the cork to pop...



Emerald tank, allowing Sonic to get



... and empty the toxic goo in the



ILLUCKURS: Clean a clucker's clock and clear a path to the higher boards.



Vince Matthews

Dr. Robotnik's up to his evil tricks again! His latest invention, the volcanic Veg-O Fortress, has enslaved thousands of helpless forest creatures and turned a once beautiful island into a toxic waste zone! Using Sonic's patented Super Spin Attack, penetrate the Pinball Defense System that protects the Veg-0 Fortress, destroy the rotten Robotnik, and save the day! Five phenomenal rounds of flipper-flappin' action. plus cool tunes and spinsational animations bring Sonic

to life in the most awesome pinball machine ever!

Bounce the supersonic hedgehog over toxic pools of ooze and boiling pits of lava - truly, hot graphics Save the animal kingdom and live to tell about it!



Sonic must retrieve three Chaos Emeralds from the caves to advance to the next round. Check out these spinsational tips and clean up Robotnik's mess.



Save Sonic's hide and free the hedgehog from impending doom

Sanie Sanie Sanie Sanie Sonie Sonie Sanie Sanie Sanie Sanie Sanie Sanie Sanie

EGA OF AMERICA GENESIS

The Mine C

The mine car will take Sonic to the other two Emera dichambers, but before Sonic can retneve them the side gates must be open!



Take a ride on the mine car and do the loop to loop



Trigger these gates to reach the Emera.d chamber.



0 0 0

WORM LOOP: Pop this worm loop three times and break the side gate for good!



BARREL OF FUN: A makeshift paddle boat? Not very likely, this barrel will save your blue-haired hide quite a bit - don't move it!



TARGETING: Targets give Sonic bonuses and open special areas.



TOXIC TUNNELS: These take Sonic to higher areas



SEWER WARP: Look out Sonic! These warp holes will set our favorite hedgehog back a few spins.



LAUNCHERS

Sega of America130 Shoreline Drive, Redwood City, CA 94065





We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a total arcade experience unlike anything you've played at home before.

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a toy like this Cracker Jack box.



graphics, realistic settings and painful sound effects.

But watch out for the innocent bystanders or you may lose more than your badge.

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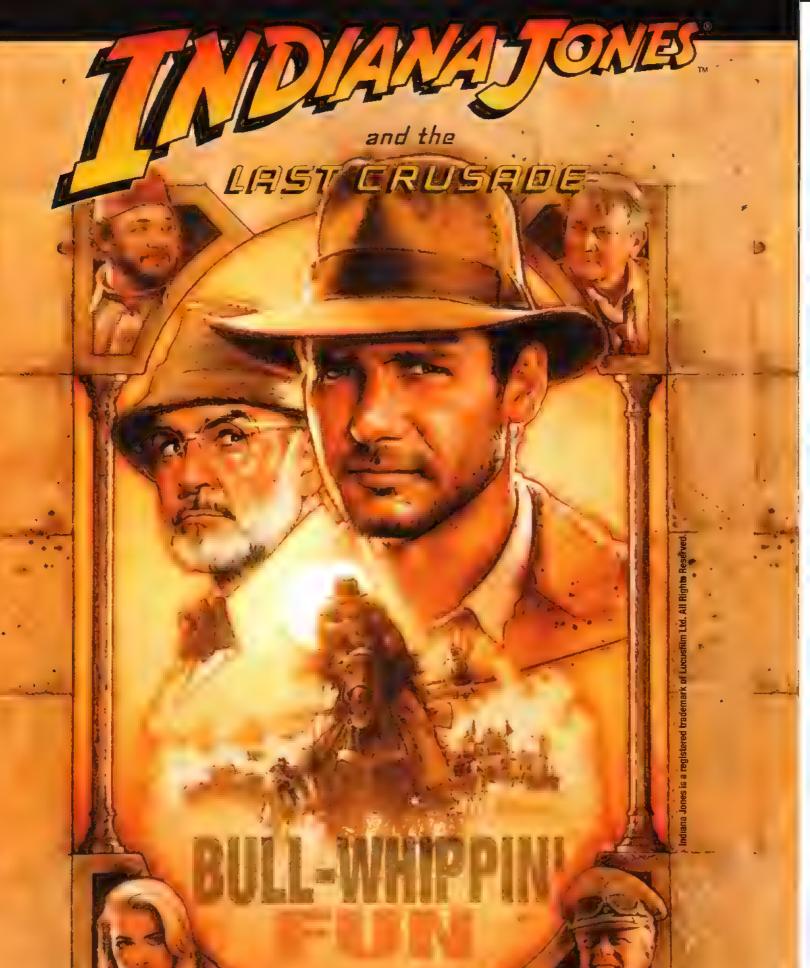
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Product Information Number 210

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Doug Brumley

America's favorite whip-toting, deathdefying hero is back, but this time he's taking the sequel-to-a-sequel, Indiana Jones and the Last Crusade, from the big screen to your NES.

As in the 1989 movie, indy is on a quest to find the Holy Grail and save his father, Prof. Henry Jones. Fortunately for Indy, there aren't any snakes this time around, but to accomplish his goal, he must survive six levels filled with everything from rhinoceroses to Nazis. His fists are his only weapon at the beginning of the adventure, but he can pick up whips and revolvers in later levels.

Grab hearts along the way for energy boosts, and hourglasses for extra time. At the end of each level, you face a boss, and several levels require you to uncover ancient artifacts as well. The levels differ just enough to keep your interest, although you use the same strategy to defeat several of the bosses.

But time's a-wastin' and your dad needs your help. So throw on your leather jacket and trademark hat, and go search for that grail.



Advantageous Artifacts



Find an hourglass for extra time to complete the level.



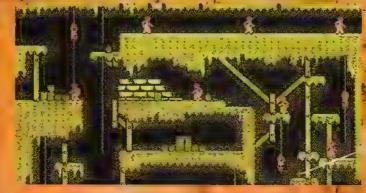
Each heart fully replenishes your energy.



The torches in the first level keep the area well lit — but beware, they do burn out. Try to find

another as soon as possible to stay out of the dark.

Find the Cross.



You must find the Cross of Coronado before you wan meet the boss at the long of the level.



Then Face the Boss







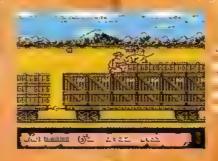
Watch for falling statactites when approaching the lumber-thing boss. Wait until he swings at head level, move in, crouch, and swing away. It's possible to defeat him without taking a hit if you stay





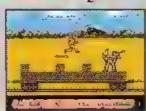
heads and mino booms without much difficulty





Your Arch-er Enemy

Get as close as you can to the second-level boss. Crouch and whip him when he shoots high — you can easily hit him four or five times. Jump when he crouches to fire a low arrow, then crouch again and resume whipping. Repeat this until you've dispatched the archer. This crouch-and-jump technique works with other bosses, too.















The gunmon in this level lere tougher to kill, but you must got past them to find all the pieces to the table.



four pieces to face the fire-

Goodness Gracious, Great Balls of Fire



To beat this boss, get next to his platform and whip at his feet. Move to the left as he's about to breathe a fireball and be prepared to jump it.



GP



PARK PROTECTION



Blue-banded darts are your weakest weapons — it takes several to subdue larger beasts, and the effects don't last long.



It requires fewer red-banded super darts to paralyze the creatures, and they stay down longer.



The stun gun delivers a shock to the dinosaurs. Tap the fire button for a quick, short burst, or hold it down to charge up for a longer, more powerful blast.



Use gas grenades to put your foes to sleep for a while.



The flash grenades don't bring dinos to the ground, but they distract them long enough for you to make an escape.



Concussion grenades are the most powerful grenades. Their explosion knocks out the dinosaurs and leaves them wondering what happened when they wake up.



Hand-fired rockets pack quite a wallop and put some of the biggest animals down for the count.



First-aid kits restore some of your health.





Lan You Deleat The Lyil Red Skull



All The Action of The #1 Arcade Game!



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Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

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LEVELTEERINGLE



You wake up to find a Triceratops grazing only a few feet away. Pick up the tranquilizers and gas grenades — one well-thrown grenade quickly brings down the beast.

The Dilopnosaur can spit quite a distance, and its a.m is amazingly accurate. Tranquilize it and pick up the goodies, but don't waste time or the Compys will grab your face and drain your health.



One blue tranquilizer dart takes care of the Pterodactyl.





Use a red-banded tranquilizer or grenade to send the Brachiosaurus under water, then jump to the right and enter the power station.

LEVEL 2: THE POWER STATION

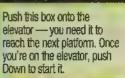
Use ladders and dangling power cables to reach other platforms. To hang from the cables, jump and push Up at the same time, then push to the Upper Right or Left to move. If you quit pushing Up,

Grant lets go-











What's a power station without random acts of electrical violence? Don't get zapped by the electrodes.



Put a real charge into your day by scaling this wall while dodging botts of electricity.



.. you re entering Raptor territory

. The airconditioning ducts are full of supplies.



The dreaded T-Rex eats Grant whole if given the chance. Use flash grenades to disonent the towening giant, then run by it. You must flip the switches below the T-Rex to open the doorway leading to the exit.

Now if you screw up, at least you got teammates to blame.



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LEVEL 3: THE RIVER



Grab the gas can jump into your raft, then motor past the first senes of waterfalis. Make sure you've got enough gas on hand, or you're at the mercy of the river.



Some not-so-friendly Dilophosaurs spit on you from the banks. Fire one red-banded tranquilizer, and it's nap-time. While they're snoozin', you can climb on the banks and



Take a sharp right coming down this fall — or plummet to your death. Get the two cans of gas on the next bank, but be fast — the Raptor you subdue doesn't stay down long



Next, jump to the ledge across the waterfall (leaving your boat behind), then toss a grenade at the T-Rex. This gives you time to jump to the next raft.

Shoot the Dilophosaur and jump onto the bank to get the gas can. The bank to the left has gas and blue tranquinzers, but it also has a



Don't bother to steer while coming down the waterfalls — in fact, steering may do more harm than good, since sharp objects wreak havoc on your rubber raft.





Next, motor over the first of two consecutive waterfalls, then drop down the second fall and let the river take you. There's a gas can on the nght-hand bank — jump out and pick it up, then get a flash grenade ready to hur at T-Rex.



Abandon your boat here and knock out the Dilophosaur — there's gas and another boat on the other side of it. Once you're in the new boat, let the river take you to an underground rake.



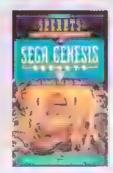
Once you've subdued the Triceratops that guards the level exit, you're on your way to Level 4.

Now head to the right and wait for each Brachiosaurus to go under, then quickly pass over its head.





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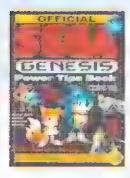
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YOU CAR BETHERAPTOR!



As the Raptor, you must continually eat or your health decines. Compys make a nice snack — if you can catch them



Turkey legs are another source of sustenance for a Raptor's voracious appetite.



The Raptor's quick moves and razor-sharp claws

Soldiers carry heavy artillery that can put a large dent in your health bar in a short amount of time.

The Raptor doesn't discriminate when it comes to species, its speed and agility strike fear in humans and fellow dinosaurs alike.

PREMISTORY 101



Triceratops: This three-homed beast minds its own business until bothered, then it tosses you around like a rag doll. Use a gas grenade to bring it down.



Dilophosaur: This dinosaur proves it's short on manners by spitting venom on its foes. Its aim is deadly accurate, so use a red tranquinizer to knock it out.



Compys: These little guys look cute, but they waste no time grabbing your face, Jump to shake them off, then subdue them with an electrical charge or blue tranquilizer



Raptor: it's very fast, very powerful and very deadly. Hang around, and you'll regret it. A grenade or redbanded tranquitizer knocks it off its feet, but only briefly.



Pterodactyl: This winged creature attacks from the sky, but fortunately, it only takes a blue tranquilizer to drop it.



Tyra Rex: preda a Gre Shari a mir snap

Tyrannosaurus
Rex: This
predator makes
a Great White
Shark fook like
a mianow. It
snaps up Grant
in one quick

move and leaves only his little white hat as evidence. You can't kill it, but a flash grenade disonents T-Rex long enough to let you run past.



usually it just blocks your way. And sometimes you can stand on its head to reach other platforms.

Brachiosaurus: This member of the

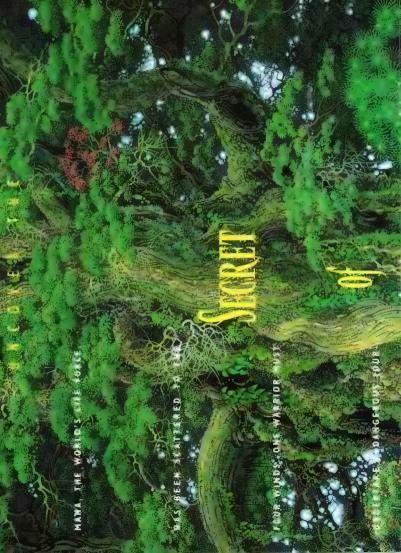
dinosaur family is no real threat -

EVIL IN ITS BLACKEST FORM HAS

BEEN RELEASED UNTO THE WORLD.

AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.





THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the Secret of Mana, a new action adventure game from Squaresoft. Just ask those who have played.

16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells.

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Summon your dragor and fly from one exotic land to the next in search of clues for Mana.

Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your lifeforce is drained away.





Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black mapic.



So what are you waiting for? Uncover the Secret today.

SQUARESOFT





A special rotary select feature lets you easily choose from among different weapons, tools or treasures.



ROBET BEERS.

Anyone who has read Michael Crichton's best-selling novel or seen Steven Spielberg's blockbuster film — and who hasn't? — is familiar with Dr. Robert Bakker's work. After all, many of his ideas about dinosaurs were incorporated into the book and movie version of Jurassic Park, which is why Sega of America asked him actively to participate in the development of its Jurassic Park game for Sega CD — he even stars in the clever TV commercial for the Genesis game as well.

It was back in September 1953 when Dr. Bakker first became interested in paleontology (the study of dinosaurs). "I read an article in Life magazine," he says, "that captured my interest. Since I was growing up in New Jersey, I was lucky enough to live a bus ride away from New York, where the Museum of Natural History is located. This museum houses the best dinosaur exhibit in the world."

After studying dinosaurs on his own for several years, Bakker studied paleontology in college and graduate school, earning Master's and Ph.D. degrees. But he points out that you don't have to be a scientist to enjoy dino-

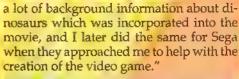
saurs. "You don't need these formal titles to be a dinosaur expert," he says. "A lot of excellent dinosaur research is done by amateurs."

Although dinosaurs have always been popular with kids, it's only been in the past five years or so that they've entered populative, with TV comedies, serious documentaries, and toys galore. Bakker points out that new information made available to the public that has created the dino-boom.

"I guess that my research is considered the core for the idea that dinosaurs weren't cold-blooded, stupid lizards, but that they were more like roadrunners from hell," Bakker says. "In the movie, those ideas are expounded upon. As a result, my name was mentioned several times. I'm pretty well known among the dinosaur fanatics around the world. I have a very high Q-Rating [a score for measuring a celebrity's popularity] among kids. I sent the folks at Amblin Entertainment [Spielberg's production company]

Pied Piper Piper

Dinosaurs



The Birth of Jurassic Park

The Sega CD edition of Jurassic Park is the first game to be fully developed at Sega's Multimedia Studios in Redwood City, CA. This edition is nothing like the Genesis game. In fact, everyone involved with the game's development agrees that this title is not only unique, but also stretches the limits of the Sega CD's technology in terms of graphics and sound. Combining live-action

video with computer-generated and digitized graphics, Jurassic Park also has incorporated Q-Sound, making the sound effects and music very realistic.

Although he's not a videogame player, Bakker enjoyed working with Sega. "When I went to the Sega Multimedia Studios for the first time," he says, "I was surprised to learn that the people working on the Jurassic Park game weren't computer nerds. They were, in fact, extremely knowledgeable about dinosaurs and had done an extensive amount of research before starting work on the game. This game isn't going to be just another side-scrolling game, I can assure you of that."

Bakker's first job was to create a field guide for the seven species of dinosaurs featured in the game. The guide contains everything game designers and programmers need to know about the behavior of each species. Bakker wrote the guide as if he were a zookeeper working with rare and endangered animals.

"Zoo-keeping is a job which involves outsmarting the animal without using brute force," he says, "and that's the basic concept behind the game."





Unlike other Jurassic Park games, the Sega CD version has a conservation theme. Your goal is to rescue dinosaur eggs and get them into incubators before they die. The problem is that the full-grown dinosaurs are going to protect their eggs because they don't know what your intentions are.

At the beginning of the game, you're flown to Jurassic Park as an emergency zookeeper. The electronic fences are down, the dinos are running loose, and they're breeding. To collect eggs for each of the seven species, you must outwit the adults, each of which has a different type of defense. The more you know about each type of dinosaur and its behavior, the easier it is to trick them without using high-powered rifles and smoke grenades.

"I'm not a video-game expert," Bakker says, "so I can't offer too many good tips. However, I can say that your peripheral vision when playing has to be really good. There are a lot of subtle clues about the weak spots of each dinosaur. Along the way, there are many tools you can pick up and use to your advantage. This isn't a fastreflex game. You're going to have to think your way through this one.'

Bakker actually dissected a chicken at Sega's offices to show what a dinosaur's leg and foot-muscle structure was like.

Once he had created the dinosaur guide,

video that featured him talking to the gamer. "Using live-action video footage, I provide valuable and fact-based dinosaur information which players need to be successful," he says. "It's taken quite a bit of time to provide all the necessary background information to the game designers and to film the live-action footage. This game offers realistic dinosaurs in a variety of shapes and sizes, all of which were also featured in

To ensure that the featured dinosaurs would both look and act realistically, Bakker went beyond just describing dinosaurs to the game designers. To represent how dinosaurs moved, he actually dissected a chicken at Sega's offices to show what a dinosaur's leg and foot-muscle structure

"We brought in an entire chicken and did a simple dissection so that I could demonstrate how the joints are linked together by muscles and tendons," the scientist says. "This showed the regular sequence of movements of a chicken, which is similar to a dinosaur. So by simulating how a chicken moves on the game screen, the process could be enlarged, so to speak, to simulate dinosaur movements which look realistic and incredibly life-like." Bakker also supplied Sega with extensive drawings of dinosaur joints as well as close-up pictures of their heads and bodies.

"I think this type of game," he says, "which doesn't rely on left-to-right scrolling graphics and ultra-fast reflexes, but does rely on the player's ability to think and take part in an interactive story, will begin to dominate the video-game marketplace, I video games will change their minds when they see what Ecco the Dolphin and Jurassic Park have to offer in terms of fun and intellectual game play. People who play Jurassic Park for Sega CD are going to receive a lot of scientific knowledge about dinosaurs as they take part in this high-budget, welldesigned gaming experience."

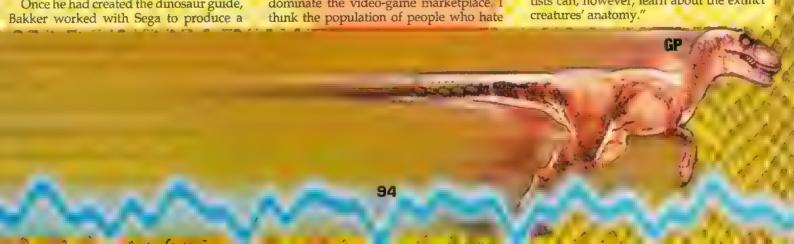
So What About This Cloning Thing?

If you're a "dinomaniac" and want to learn about these prehistoric creatures, Bakker strongly recommends contacting the Dinomation Society (800/DIG-DINO), a non-profit organization that gives people a chance to participate in four- or five-day amateur dinosaur digs. Since Jurassic Park opened in June, these digs and other dinorelated activities have become extremely popular. "Just last summer," Bakker says, 'an amateur on one of these digs discovered an egg for a new species of dinosaur which was 20 million years older than anyone would have expected."

In terms of dinosaur research, Bakker says that it's impossible to determine what the next big discovery will be. "Dinosaur history is extremely detailed," he says, "and when someone makes a major discovery, it's generally unexpected."

In the Jurassic Park novel and movie, dinosaurs were brought to life through a cloning process involving actual dino DNA taken from mosquitos captured in amber (fossilized tree sap). Is this possible?

"You can extract DNA from fossils and find DNA fragments from real-life dinosaurs," Bakker explains. "We cannot, however, actually clone dinosaurs from their DNA — at least, not yet. The first thing you'll see cloned from the extinct world will be an ice-age woolly mammoth — they're closely related to the Indian elephants alive today. We do have frozen DNA from these creatures, but we don't yet have the scientific knowledge necessary to clone them. I'll bet in ten or 12 years, you'll see scientists actually cloning a woolly mammoth -- it would be infinitely easier than cloning a dinosaur. By studying the dino DNA, scientists can, however, learn about the extinct



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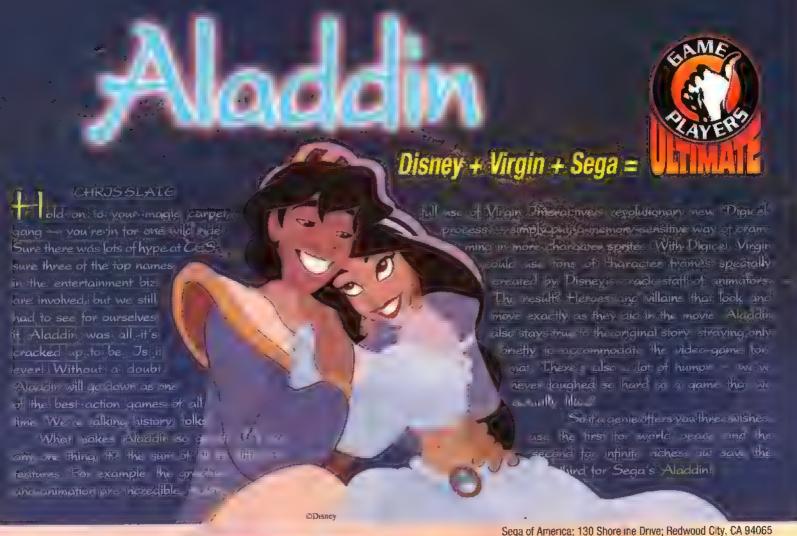




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The Cast



ALADDIN: The hippest kid in Agrabah. Now that he's got the lamp, he can have anything he wants — except for the one thing he does want ... Princess Jasmine.



JASMINE: Sure, she's a damsel in distress, butshe's not your typical videogame airhead. She's not afraid to speak her mind or stand up for herself, especially when it comes to Aladd— uh, I mean, Prince Ali



GENIE: He's got a soft spot for Aladdin and Jasm ne and will do all he can to help them. He's got mighty cosmic power — but an itty-bitty living space



JAFAR: The evilvizier won't stop until ne has power over everything on the planet! Can even a hero as noble as Aladdin hope to end his fiendish plans?



Level 1: Agrabah Market







The super-smooth animation in *Aladdin* makes playing it just like watching the movie!



When you've lost all of your energy, the Genie gets you ready for more action.



After completing a level, try your hand at the Genie's bonus game. You can win rub es, extra lives, apples — or nothing at all





Watch out - they spit!







Always swing low when sword-fighting
— this makes it harder for enemies to
parry









Spring off flagpoles to give your jumps extra height.

Super Tip: If you walk off an elevated platform and hold down the C button just before you hit a flagpole, you spring *super* high, often all owing you to grab out-of-sight items.



Aladdin must often cross open areas swinging from poles or even cave cellings.



Lock for the shopkeeper in every level. Sometimes he's hard to find, but his "wishes" are well worth the effort.



Ow! Ouch! Ow! Those coals are pipin' hot, so be sure to jump across — but remember that enemies are vulnerable to your attack when they're walking on the coals

Level 2: The Desert



Jafar is up to his old tricks again, even suckering Aladdin into doing his dirty work!



11091

Stand just outside these snakes' reach and strike low.



Your goal in the desert is to find all of the pieces of the scarab.









the right.

Abu lends a, er, hand, as Aladdin prepares to exit the level.

INSPECT THIS!











Join Inspector Gadget on his madcap, worldwide search for his niece, Penny. She's been kidnapped by the evil Dr. Claw and it's up to the intrepid detective to find her! Use specially designed gadgets to make your way through dozens of treacherous traps and scary scenes built by wicked M.A.D. agents. Launch self guided propellers at aerial targets, make impossible leaps with the aid of a super-stretch arm, and fly off a cliff with a custom helicopter! Plenty of surprises await you both in the action-adventure game of the year!







Find invisible items with a high-powered magnifying glass!

Travel from the Swiss Alps to the sun baked sands of Egypt!

Get valuable clues and items from trusty Brain!

Finally see the face of Gadget's oldest foe—Dr. Claw!





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Level 3: Agabah Rooftops



You're after flutes in level 3. Floating musical notes indicate that a flute is nearby.



Strike at your enemies from underneath whenever possible instead of facing off, Sure it's cowardly, but it works *really* well.





Boss time! This little thief has a piece of scarab and guards a flute as well.

Super Tip: Before he appears, run all the way to the right, duck down and start swinging repeatedly. You'll trap him in the corner when he walks on-screen!



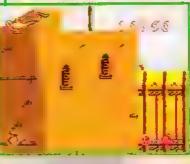
©Disney



Boss time again! Stand on the highest platform and wait for him to throw a barrel. Toss an apple as you're jumping over the barrel, repeating the pattern until you've won.



Walk left through this wall and fall down into a secret passage — you can't see it, but there's treasure in there!







surprise!

tue or

When you reach the extreme upper-left corner of the village, use the super-flagpole jump mentioned before — you nab an Abu Bonus icon!





YOUR actions determine the outcome of the opening story!

A vast world to explore in this ultimate RPG adventure!

Help love triumph over the might of the Sinistrals!







Product Information Number 232





Level 4: Sultan's Dungeen





Keep an eye out for these swinging wrecker balls. Run past when they're moving away from you.



Don't miss the clever Disney cameos. The Little Mermaid's Sebastian the Crab has been chained to the wall, and a skull

on a pile of bones sports mouse ears!

Leap from stone to stone to reach higher places. You should jump exactly when the stone on which you're standing begins to slide back into the wall.



Knock out this skeleton before he has a chance to blow himself up - flying bones can do a lot of damage.

Level 5: The Cave of Wonders



Run to the right and quickly grab the Abu Bonus icon before you're smashed by the

to the right.



Jump on top of these stone platforms to trigger a geyser that lifts you to higher areas.



You must destroy every statue in the Cave of Wonders. Briefly turn your back to the golden ones, then whip back around and attack as they begin to move.



Jump on top of this sliding log, then walk to the right through the cave wall and into a secret area that's loaded with cool stuff. You can leave the secret room through a "back door" and skip straight to the lamp!











The lamp!

"I'M NOT A FIGHTER PILOT, BUT I CAN PLAY ONE ON T.V."

t's an impossible mission. Disable Al Tamas and destroy the Kharham nuclear power plant. Yet somehow, sitting

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Fly sik grueling sordes ever land and sen: Use your AS-3 guided missile to take but menacing gunbouts.



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These skies are anything but friendly!
Don't be surprised it you wind uplin
a doglight with an enemylightey.

Whenle West Worlds







— At the last second, you're saved by the friendly flying carpet. Now comes the hard part! Follow the Genie's directions to make it through this fast and furious ride





Level 8: Inside the Lamp

— The Genie makes his entrance in a big way! Float across chasms with Genie balloons, spring off Genie hands, and run along the Genie's back!















amazing tightrope maneuvers!

Aero the Acro-Bat keeps you on the edge of your seat as you portray the world's first daredevil bat. Aero performs amazing feats even while fighting off villains from the Big Top ranging from a fire breather to a knife thrower. You say you want more? Then how about a grand finale that pits you against Edgar Ektor and his henchman Zero?

The Ringling brothers can eat their heart out - Sunsoft has pulled out all the stops on Aero the Acro-Bat, and the company has every right to be proud of the fuzzy adventurer. The game's graphics stack up with the best; Aero really moves with the grace and ease of a trapeze artist. So grab some cotton candy and popcorn — the greatest show on Sega is about to begin:









ust what makes a Some so supersonic or a Mario so marvelous? That's a question a lot of video-game developers spend years trying to figure out. The fact is, for every Mega Man, Strider, or Simon Belmont that finds fame in the gaming world, there's a Spanky or Little Samson that never quite made it to the big time.

When Sunsoft wanted to launch a new running character, the job fell to developer David Siller in turn, the Aero was designed by Siller's 20-year-old son, Justin

"I play games all the time,"
David Siller says. "I've probably
played more console and coin-op
games than anyone in North
America. At Sunsoft, we're all
gamers—we play games every
day. We know what goes into
making a game, and we try to
make games with mass appeal."

Whether or not Aero makes it to the big leagues remains to be seen, but Sunsoft is already planning new adventures for the bat and his pais. We hear that the Acro-Brat is up next, but keep reading for the latest details.

— Todd Mowatt

GAMETEK

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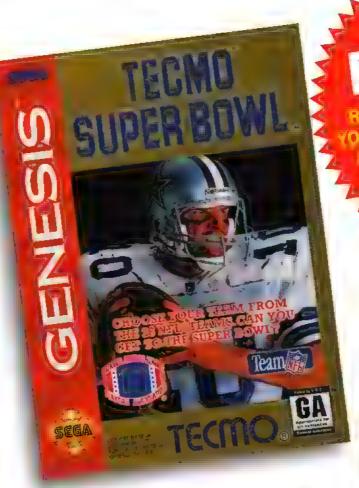
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SEGA^M











In November of 1991, Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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Product Information Number 233



Be careful as you jump from balloon to balloon — It's very easy to fall onto the spikes



from trampoline to trampoline look ahead — there might be spikes in

Whon jumping

your path.



Don't be strocked if you suddenly fall through the floor.



ファファファファファファ

Use a hand-over-hand technique to move across the rope

When the Stilt brothers make an appearance, keep hitting their legs with a Drill Spin to drop them to your level. I reat them both the same — don't let one stay higher than or other:



Make this jump count if you miss the cloud ride, you lose a life on the mechanical jaws below.



Jump on the star platforms 3-11 to make them disappear.



A Ferris Wheel! Kill the untain before jumping into a car.



Make a dash for the winged A when the fire breather stops.



Enter here ... If you dare.



The clowns dip into the pool, so wait until they're above you to continue.



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CYBERPad's CMOS Microcontroller Programming System lets you create your own deadly combinations for each game. Now you can jump, turn right, and kick with one button. You can even switch any button's function with another (including directions)! Its all your choice. What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who

take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Siow Motion to fight your way through.



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Check for hidden holes in the floor.



You can avoid the nasty spikes if you're careful to line yourself up properly while in the cannon.



Unlock these doors with the keys.



The Rotor Ride has you dodging up and down.

Here's a chance for some more amazing hoopdiving.



Stay on the edge of the cloud to avoid the spike, then quickly jump to the next cloud.



Oh-oh — it's Mr. Bubbles! He tries to squeeze all the aero-air out of you. Keep dive-spinning at his nose, but watch out for his tears. Big cry-baby.









KELLY

















MARK RYPIEN

QUARTERBACK



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Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and



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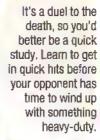






The Art of Sparring

Hanzo and Fuuma both have the same basic moves, so only the scenery changes when you fight them. (Is there a law that says two identical characters must be included in every fighting game?)





Hanzo and Fuuma



Power Punch

Jump-Kick



Spinning Shunken



Rising Dragon Wave Flying Pinwheel

Janne



Grab-Slap



Shoulder-Throw

Flash Sword

Dragon





Split-Kick





Fire Bird





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Napalm Punch



Belly Whop

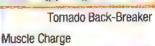
Shoulder-Ram

Muscle Power



Knee-Drop





High-Kick

Brocken





Jump-Kick

Missile Launcher



Electric Shock

Reverse Throw

Pasputin





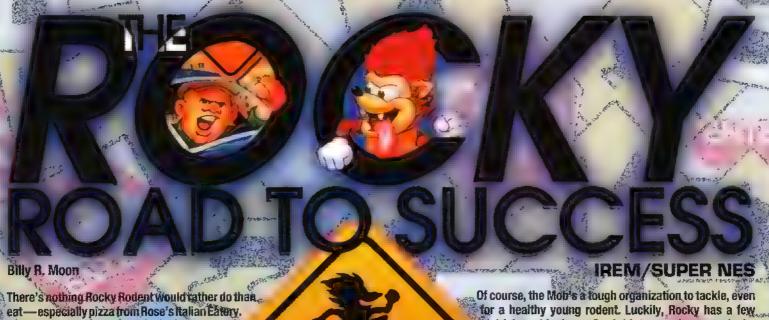
Flying Punch Fir

Fireball









There's nothing Rocky Rodent Would tather do that eat—especially pizza from Rose's Italian Eatery. Unfortunately, Pie Eace Balboa, the restaurant's owner, hasn't been paying his protection money to the Mob, and they've kidnapped his daughter, Melodyl.

Rocky takes the news personally for two reasons. First of all, he's the one who ate the mail that included the bill for protection. And second, Melodyl is the pizza cook! Pie Face offers him free food if he brings back Melodyl, so soon Rocky's on the case.

course, the Mob's a tough organization to tackle, even a healthy young rodent. Luckily, Rocky has a few tricks up his sleeve. One is his tremendous speed — he can outrun anything short of that blue hedgehog!

He also totes a mean arsenal of hairdos that enable him to climb, swing like Tarzan, or even hurl blades. Dryers, clippers, and other hair-care implements can be found in garbage cans throughout the game; they provide Rocky with the latest in designer do's — his tools of destruction.

A solid game with good action and an innovative premise, Rocky Rodent is the cat's meow.

The Cuiting Edge

Rocky can climb with the "Flame Do," latching on to blocks and jumping around them. When you attack certain enemies with this hairstyle, they roll up so you can hurl them at other bad guys.

Rocky's Mohawk is a blade that slices through most enemies. Toss it into a wall to use as a springboard

to higher

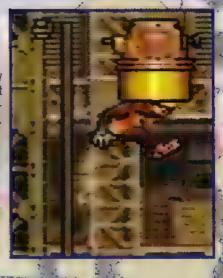
platforms.

frem: 8335 154th Avenue, NE; Redmond, WA



Grab a flowerpot to grow this huge ponytail, then use it as a whip in combat. You can swing like Tarzan if you attach it to an air hook.

An extended visit to the beauty salon leaves you with a "spring" cut that enables you to make high-jumps without a trampoline.



Downtown



to the top of the first building.
Make sure you're facing away
from the building when you
jump or your face slams into
the next floor

Use your new hairdo to climb

Bounce on the golden garbage can at the beginning of the first level to release a spray can for your first cool hairstyle.

Now run quickly and jump to the next building. Traveling by rooftop enables you to skip most first-level enemies.





When you reach the first waterspout, go down to your left and enter the sewer system. This route is easier than traveling above ground, and it also nets more bonuses.



A second waterspout sprooshes you to the top of the largest skyscraper. When you reach the roof, collect the present on the left before proceeding.

There isn't a time limit, but you earn bonus points for finishing a level quickly A couple of "dynamite" finishes adds up to an extra life.



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If you thought the movie was hot.... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of of you!



Hey Dr. Granti Never underestimate your opponent. Especially when he's 20 feet tall and weighs over seven tons.



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No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.



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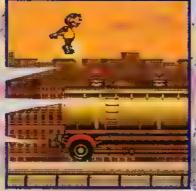
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Product Information Number 222

The Sunset Freeway



Here your object is to outrun the cars on the freeway without becoming roadkill. Maintain speed by holding down the Y button — even when making a jump.



It can be tricky to leap over the fuel trucks without getting your hair singed. Jump off the car trunk to land a safe distance in front of the truck.



The trucks on this freeway often lose their rear tires, which instantly turn to deadly Cairfornia Raisins in the afternoon heat. Don't stop to tangle with them — you can safely outrun them.



Avoid jumping on the hoods of the black cars near the end of the freeway. They open and whip you back for a close encounter with the grill of the car behind you.

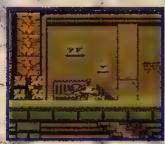


The boss is in sight when you reach the red truck. Jump on the truck bed, duck to avoid his machine-gun fire, then jump to the hood to attack. You can't rely on the truck, though — mice soon blow it up, forcing you to resume your fight on foot...

...at which point, the bald guy shoots at a downward angle. Get as close as you can, then jump and attack him before he can move his gun. Let the van go by, then catch up again and repeat the process.



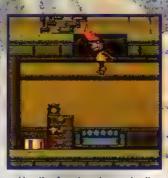
The Ghost Apartment



Grab a mohawk from the golden garbage can at the beginning of this level and use its blade to break through the crackedblock "walls."



Several rooms on this level*
are filled with ghosts. You
can flip light switches to
get nd of some, but your
best bet is to avoid ghosts
entirely by speed-running
through the room.



Use the furniture to reach other rooms. You can climb through the ceiling by standing on dressers, or use couches as trampolines.



Some second section rooms are almost impossible to survive! Avoid these rooms entirely by staying on the third floor until you reach the "see-saw" that propels you higher.



This piano is possessed by spirits that cause it to hop up and down, creating a hole in the floor that sucks everything in. Avoid an untimely demise by jumping between the pieces of furniture as they go.

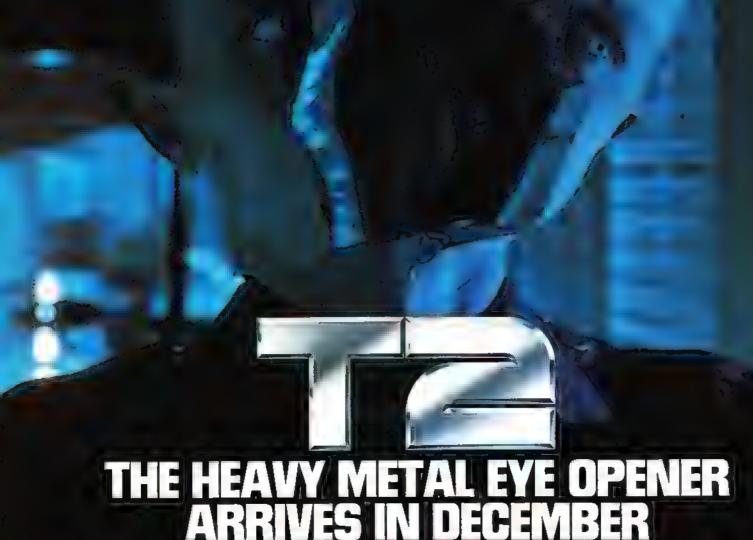


Lead the two golden rings that follow you in the last room to the right walf. Keep your back turned when the ghost appears that's guiding the rings. When he swoops down to attack, he cuts himself on your mohawk.



The ghost retaliates by hurling the rings. Stand under him to avoid the first, then move just to the left and jump the second. They rejoin and follow you again. Coax themto the right again and repeat the process twice more.

ASIFAK PEKOF MANSTORIE



GENESIS SIPER NINTHIN GAMEGEAR



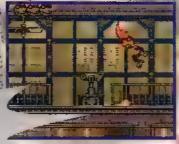
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Metro Tower



The ponytail/ wh p makes its first appearance here. This hairstyle

looks cool, but since you can't use it to climb, you need to grab a flame-top spray can to reach the upper levels.



This tower is filled with fireball cannons—to avoid getting hit, speed-run and jump over each. There are usually three or four in a row.



These rotating platforms won't spin high enough to reach an upper platform while you're standing on them. Jump up and down to avoid weighing them down.

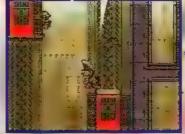


Regular sky hooks allow you to swing around on your ponytail, while these rotating hooks propel you upward.



Grab hooks attached to balloons to float higher. As the balloon approaches the blades, wait until you're swinging in the correct direction to jump to the next platform.

When you're nding elevators, watch for a man tossing beer bottles — he prevents you from making important jumps over spikes. Get past him by falling on the lowest set of spikes, then jumping to safe ground while you're still flashing.



The Red Hot Chili Factory



Cross the lava pit by grabbing a box with your flame hair. Once you're attached, you can jump to the top of the box and exit to a higher platform, skipping some booby traps.



Taking the upper route also enables you to get some cool bonuses — including your first "spring" cut. Once the hair dryer appears, jump up to activate it. But remember — the spring cut can sometimes be more annoying than helpful

You can platform-jump over this lava, but it's

easier to latch onto the skyhook with your ponytail and swing across.

switches that control the

You won't get anywhere

without finding the

walls blocking your



You need a lot of speed to get around the plungers that appear above a conveyor belt that is, in turn, moving the wrong way. Begin running while the plunger is still down.



Now climb up by attaching your hair to the boxes moving across the screen. When you get the electro-spike pit, wait for the boxes to start moving, then jump from box to box to reach the other side.

If this were a perfect

Sega™ 6-Button Controllers.

6-Button controllers

world you'd be all thumbs.

That way you'd have more

moves, you'd have more

control, you'd have more

intense combinations. But

things aren't perfect. So if

you want all that stuff

you should either buy one

of our new arcade style



The Next Best Thing
To Genetic Mutation.

or start handling large

amounts of nuclear waste

and-well, hope for the

best. Personally, we'd go

for the controllers. They're

more reasonably priced

and a heck of a lot easier

to come by than a chunk

of plutonium.









Get used to this are
you must disa
the security sy
every time you
new game
the pro-



Once you're inside the complex, Arcade splits up the superheroes so each must survive two dangerous events. You can tackle them in any order, so move on if you get stuck — a fresh start can make all the difference.

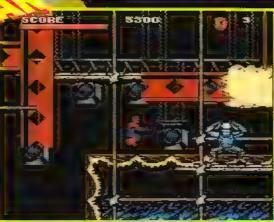


confronted with

So and welding

draw assuration sign

pump to swant



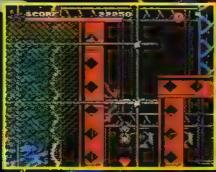
You can easily take out most enemies in this level you take your time. Stand where Spider Slayer can fire only above your head, then jumpling and peturn fire. It's slow, but safe



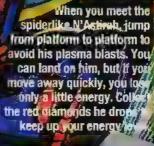
Look hard to make energy hearts there are premy of them, but they're well braden. Clicck under any mysterious spaces between two grows.



earts are also ridden refer tops of some larger. rooms." This one also ritains an extra life.



The heart beneath this "bamboo shoot" platform looks impossible to grab, but actually, it's easy. Attach roursell to the girder on the left and climb loown.





snocker abting bolts are ultray. So you leap backward just before a fires. He jumps ofte you instead of should an he lands.



Wolverine can heal himself if the stops to rest, but who's got time?! Fortunately, the lack-in-the boxes are hidden sources of areign.

Retract your common sport and box then punch and box then punch suckered in the sources.



SCORE IN 1020

chipust e funtouse waste public and end. Ye. - ar sonie considerations

BOWSER'S





Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting all the snow. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off

It's up to you and the

"ever-true-to-his-bro" Luigi to

chat with friendly (and not-so-

to famous cities where they commit dastardly deeds.



Travel the world instantly through PORTALS

friendly) natives, collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.



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MARIO IS MISSING! has great 2-D and 3-D graphics, MARIO IS MISSING

a new Mario music soundtrack, lots of help screens and a fold-out map to help

you keep track of facts, clues, photos and data.

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city there's always something new!



MARIO NEEDS You Now!

Mano has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. And it's time for you to be a Mario hero!

MARIO IS MISSING!





Check every platform for bonuses an extra life is hidden on a short platform along the left wall.



s with an "X" in the middle explode step on them — and take away ergy than almost any other enemy attack.



it's impossible to jump on some platforms without landing of some clown. Claw him as you land, then finish him off with a furt of straight



old par Apocalypse is at the top



This mine shaft is overno with Genoshan magistrates, sentinel robots, and 'droid orbs - all bent on your untimely temise, Fight back with your defimited supply of optic blasts.



If you dick and shoot quickly, you might obliterate nimanoids while mey/re still firing over mon nead. Try this on great enade cossers, too, by the them to avoid take get right have



o romanaster ride in o nes make it danger the rides brief as you seem for alternate on the platform ove the tracks.



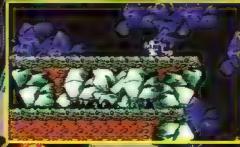
atience is a matue when dealing with a droid orb Stand in place and let it ure at you twice; jump to avoid the bullets. It then revers above the ground — duck to blow it away.



July to the platform on the right of the treetops instead of descending further into the mine. Do some additional climbing to the upper lift reful your energy.



This magically heating churs of land is unstable—as you quickly discover if you walk under it. Walk under the yery edge, then jump quickly away before vou're schmusne



op on top the second walk to the A. A leap of faith takes you to the treetop far Maria. A l belovi

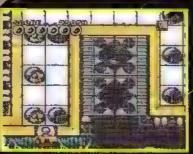


Escape in costroying water valves to raise the water level. Aim for the circle of to duck when they are Remember that saving co whose the trial gives the





hiptory and the .orms an upper in the first tunnel. They out almost every n-screen enemy, so ave them until you're in a jam.



You can create a whirlwind shields from one of the oversized overse whirlwind when any extension and account of the same with away/

Mines are roupward tuend your iop of the Kiriot values; vo any energ



Air bubbles les les leplensh you in these underwater, who supply while



In this deadly chess game, the pieces gang up on Gambit! Luckily, he's still got his playing cards, which occome weapons when he charges them with kinetic energy.



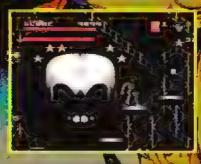
Ocomball bonuses (ocated throughout the stage cause the half to roll backward — but it's only temporary, so don't get fulled into a false sense of security.



You must outrun a spiked "doombal" in addition to evil knowns and paw-in the process, you first out which shoss pieces you consump over, and the chies and and fight.







You have only one deck of cards, but each time you kill an enemy, a magic card appears that adds seven to your pack. Full ofects are hidden around that completely repletely our supply

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CALL TODAY!













CALL TODAY!

Buy and Sell Prices May Be Subject to Change.

Special Preview: ETERNAL CHAPIONS

Soga of America / Genesis

130 Shoreline Drive: Redwood City, CA 94069

Last of the Great Fighting Games, or the Beginning of a New Era?

Dreet Fighter. Mortal Kombat. Whisper those titles in any arcade and you're met with unbridled enthusiasm. There's nothing players like more than beating each other up, and the video-game industry has been all too willing to help them out. But how many times can you play the same game —— no matter how different the package — until it finally gets old? Sega knows the risks of following the pack with a new fighting game. That's why the designers did the only thing they could: They made theirs better.

Eternal Champions wasn't conceived as yet another Street Fighter spin-off. Although at its heart EC roughly follows the standard tournament format, the designers took their game to the next level (no pun intended). In effect, Sega basically reinvented the wheel taking the best qualities of the leading

fighting games and adding new features to make *EC* stand out.

The result is perhaps the ultimate Genesis combat game. We're not going to say that *Eternal Champions* will beat out *SFII* and *MK* let's face it, those are two of the best Genesis carts ever. But if our preliminary version is any indication, then come December, the Genesis fighting arena just might have a new champ.

Eternal Champions pits 11 characters in a tournament to decide which fighter takes over the position of Eternal Champion when the present mysterious fighter dies. Here's a sneak peek at the first three characters: Larcen Tyler, Shadow Yamoto, and Xavier. And look for more Eternal Champions coverage a lot more — next month!

LARGEN VS. SHADOW



Larcet, can climb along the ceiling and swoop down on an unsuspecting opponent, but Shadow can use her smoke balls to teleport before he reaches her.



Shadow just barely dodges Larcen's Swinging Hammer Fists with a carefully timed leap.



If Larcen doesn't want to come down from his Wall Clin.b, send him a Shadow Dagger. Shadow also has a double-flip jump that can reach Larcen.

If you hold down all three kick buttons simultaneously, Larcen swings across the screen for a devastating kick.



Shadow's Twirling Fan Attack is easily one of the most destruct, ve maneuvers in the game. Hold back for a moment to charge it up, then simultaneously press For ward and C to execute the deadly move.



WORKE DEADLY WAITCH-UPS



Shadow squares off against Rax, the cyborg kickboxer. The spiritual respect they feel for combat is revealed as they bow before each match begins.



The barbarian Slash tries to beat Trident from Atian,s on his home turf. Hey, we never said Slash wasn't stupid.



Larcen goes back to his old haunts for this killer matchup. Can be hold his own against Midknight?



YES, You Take it Everywhere.

(Well almost...we don't suggest scuba diving)



110 Lakefront Drive Hunt Valley, MD 21030 Tel. 410-785-5661

WHY LIMIT YOURSELF?

one game that won't get rained out.

GarraGear (%) is a Trademark of Seon Enterorises L.(D)

Product Information Number 110



Catch'em if you can.



Wiz n' Liz have done it now.

They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz

will never cease to keep your attention. Multiple sound tracks, 360

pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.









Psygnosis 675 Massachusetts Ave Cambridge, MA 02139 (617) 497-7794



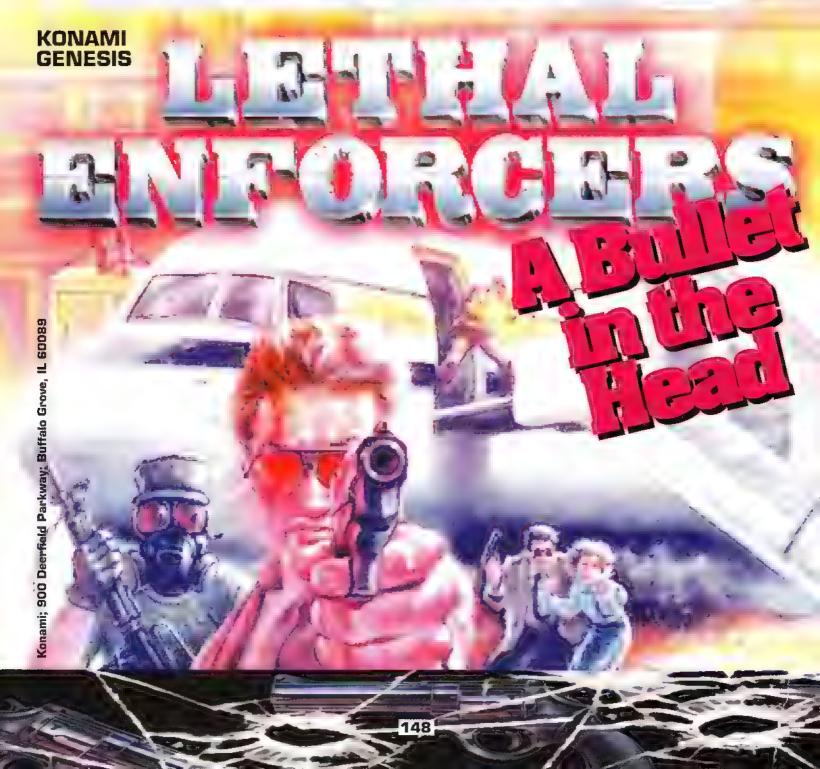


Jeff Lundrigan his is the city. Crime is rampant in the and if you accidentally shoot one, well - it's streets. Robberies, hijackings, drugs bad for public relations, and you're busted you name it, it's going down. So how do you back down to rookie status. As a rookie, you must replay the same assignment until you enforce the law when there's no respect for law enforcement? Simple — you get lethal. get it right. In Lethal Enforcers, the premise is simple: Lethal Enforcers is a faithful adaptation of shoot everyone who looks like a crook. Sure, the arcade hit. The digitized graphics are as it's a lousy way to run a police force, but it's good as can be, and the special gun controller a great way to play a video game. Besides, if

Watch out, though, because there are some innocent bystanders on the streets,

it's good enough for Dirty Harry....

that comes with the package works better than most others. And it sure is satisfying just to blast bad guys. Get strapped, get moving there's scum to blow away!





Keep alert for Mr.
Photo Journalist —
he's dressed in gray
like the crooks, he's
holding something
in his hands, and
his flash looks just

like a gunshot. He just *begs* to be blown away, but keep your cool.

Also watch for the occasional joker who pretends to be a bystander, then pulls out a gun and shoots you!







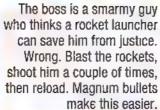
First, clear the small army of gunmen from the bank, then maintain pursuit into the alley.







Ah, there's nothing like a high-speed chase to get the old adrenaline pumping. Watch for the motorcycle gunman — sometimes there's more than one!





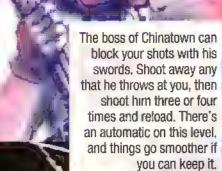


Your journey through scenic Chinatown begins with a trip to a restaurant and movie theatre. Watch for the knife-throwing maniacs in the upper windows.

Follow the gang down into the subway. There's a homeless man sleeping on one of the benches. You don't have to give him spare change — just spare his life!





















he other *SFII* standards are included, from screen to the character profiles.





First choose your number of characters...

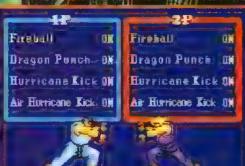








During Match Play, your results are shown on this screen, Who will prove to be the ultimate **World Warrior?**



Just before the match begins mVs. mode Voille green the option to turn each character's special moves on or off you don't even need a code!



The special moves from 57: Turbo are included, such as Ryu's superhigh Whirlwind Kinkl



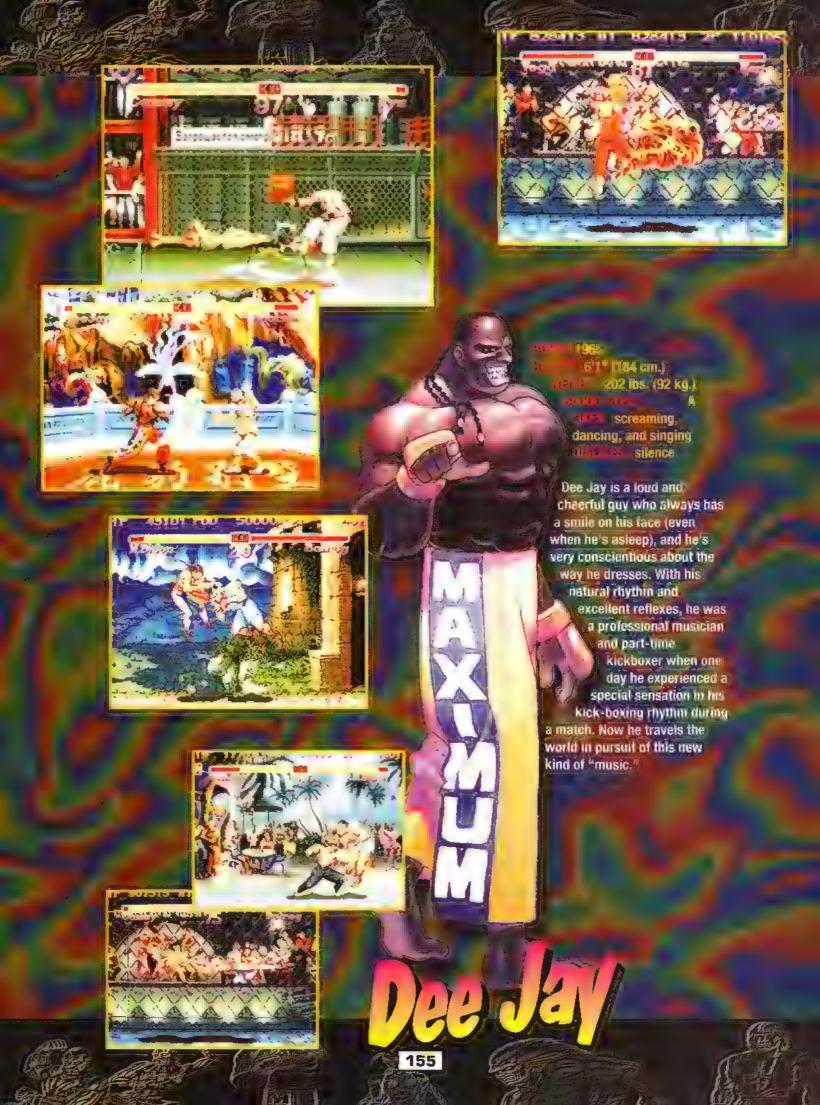


Naturally, you can play as the bosses, too. Will former champion Sagat reclaim his



Blanka unloads a thousand volts into an I unsuspecting E. Honda. Shocking, isn't it?















1969 5'8" (172 cm.) 132 lbs. (60 kg.)

kung fu, self-assertion
the spiritess, the
emotionless, and the
indifferent

Fei Long is also full of energy — but he's hot-blooded, reckless, and very emotional.

Basically simple minded, he's easily moved to tears.

After years of kung-fu training, he's become a famous martial arts star in action movies. But when he learns about the "International Fighting Championship," Fel Long decides to enter and test his skill.

1974 5'4" 1164 cm.) 101 lbs. (46 kg.) B cats

everything she sees when she's upset

Cammy is very fickle and prone to wild mood swings. She can be very self-centered, and she lives mostly in ignorance of the world around her. At 19. Cammy works as a British special agent - her memory goes back only three years, when she was found unconscious in front of the special agency academy. Rescued by the agents, she began training and quickly became a top agent. Her latest mission is to terminate Shadolu's "bosses." As she travels the world to accomplish her mission, a surprising truth begins to unfold.







7'6" (230 sm.)

224 lbs. 702 kg.)

1 cs. animals hair
decorations



T'Hawk comes across as an unsociable guy, but actually he's warm-hearted and has great respect for Earth and animals. He doesn't like to fight, but onco enraged, nothing can stop him.

While on his deathbed,
I'Hawk's father told the fighter that his family had been chased from its homeland by the "Shadolu" organization. Now

he's ready to return to the land of his ancestors and reclaim his home from the Shadolu.



GP



Join the Club!

Acclaim Entertainment's Quarterback Club for SNES, Genesis. and Game Boy goes on sale at the end of November, Featuring 10 NFL quarterbacks — Aikman, Cunningham, Elway, Kelly, Moon, Rypien, Young, and more — the simulation pits them against each other in four categories. For more information, check out "Ahead of the Game" in this issue. (Genesis screen shown)



Game Players

Michael Meyers, Editor

Another NHL Hockey Slapshot

What could Electronic Arts possibly do for an encore to its NHLPA Hockey '93? That Genesis simulation had all the features of NHL Hockey, plus a player's license, battery backup, 14 player-statistic categories,

player injuries, and an "Edit Line" option. The answer, of course, is NHL Hockey '94 for Genesis - and it's the answer to a hockey fan's dreams. Featuring anew NHL license and Players' Association license as well, it scores big in realism.

Look for complete 92-93 rosters, team logos and uniforms, arena-specific organ music, 156 player profiles and pictures, and, of course, the two new expansion teams, the Florida Panthers and the Anaheim Mighty Ducks.

NHL Hockey '94 looks similar to last year's model, but there are several changes, both cosmetic and major. For example, even veteran puckheads

will find it much tougher to score. The goalies are smarter and quicker, and your center can't fake them out with flashy maneuvers. And speaking of goalies, you can now control them manually -they can skate



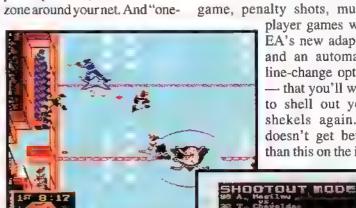
past their crease and dive in any direction at the touch of a but-



Player streaks are another new addition: Ranked as "cold," "neutral," or "hot," players' ratings and abilities are affected accordingly. Most are neutral and have average performance levels. You've got to be a good manager to handle hot and cold streaks - benching your icy

players in favor of skilled backups. This would be more meaningful in full-season play instead of shifting randomly from game to game.

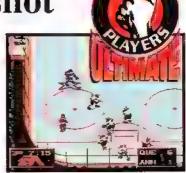
NHL Hockey '94 offers a couple of new offensive weapons. For instance, you can "flip" the puck into a zone with the touch of an A button. This may not be a precise way to move the puck up the ice, but it clears the



timers" let players catch a pass and shoot - all in one motion. This manuever takes time to master, and even more practice to use as an effective weapon.

Some players won't be pleased that NHL '94 is a kinder, gentler hockey simulation there's no fighting or blood even though the action is as hard-hitting as ever. Look for new bench and board checks, and get ready to injure opposing players.

Electronic Arts has retained all the basic game elements of



its hockey simulation and added enough variations - other additions include a shoot-out game, penalty shots, multi-

> player games with EA's new adapter, and an automatic line-change option - that you'll want to shell out your shekels again. It doesn't get better than this on the ice.



Tony Meola's Sidekicks Soccer

Do you have World Cup fever? The Super Bowl of Soccer is coming to the U.S. in '94, and Electro Brain is betting that *Tony Meola's Sidekicks Soccer* is just the ticket for soccer-hungry SNES players.

This super fast-paced, 8-meg simulation for one or two players was programmed by Sculptured Software, the company behind NCAA Basketball. Sidekicks features that same Mode 7 rotation, as well as exhibition, tournament, or league play for 96 different teams. It's also easy to learn, utilizing graphic icons for option selections and player ratings. Players are ranked in speed (running), power (kicking), and skill (overall ability) — the icons for speed, for example, are cheetahs, horses, and turtles. Power and skill categories have equally obvious graphics.



Sidekicks brings something new to a crowded field with its fluid scaling and rotation. But its game play is even more of a standout. The pace is frantic, even at Turtle speed — kind of an NHL Hockey on turf. And the constant rotation as teams trade control of the ball makes it sometimes feel as if you're playing a first-perspective pinball game.

Sidekicks also uses the green-yellowred light system from NCAA Basketball to encourage an active passing game full of strategic passes instead of long downfield





kicks. When you're in possession, the team members in your immediate line of sight have small, colored circles above their heads. A green circle indicates a wide-open player. Yellow or red circles let you know a pass would be difficult to complete.

The wide diversity of scoring options adds a lot to *Sidekicks*. In addition to just headers or bicycle-kicks you can hook or slice your shot, loft it over a goalie's head, or tap it in with an open man in front of the net.

Defensive play, however, falls a little short. The computer has no offensive game play — its attack usually sputters and stalls. If you play a conservative defense, trying to stay with the ballhandler instead of slidetackling, the computer won't get many shots. Sidekicks also lacks some fairly common options, such as instant replay and gamesave features. Also, it wouldn't hurt to have some cinema screens mixed into the action.

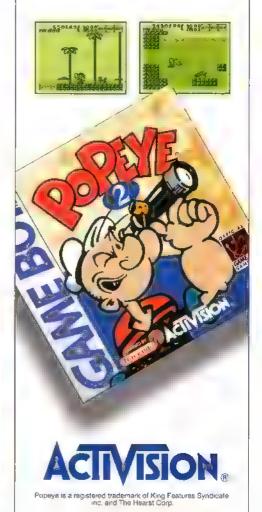
But despite its shortcomings, Tony Meola's Sidekicks Soccer goes a long way toward capturing World Cup fever. Even if you don't spring for those \$200 tickets, you

might find yourself following the event on TV, joining the rest of the globe watching the world's favorite sport.





Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sa'ls the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Oive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.



Football Frenzy

MADDEN NFL '94

Teams, teams, and more teams—that pretty much sums up *Madden NFL '94*, Electronic Arts' new SNES football simulation. OK, teams *and* speed, That's right, it

may have taken three tries, but there's finally a John Madden SNES game with speed.

No more jumpy animation — Madden NFL '94 flows like its

Genesis counterpart. And its other new features put it at the top of the heap of SNES gridiron sims. Take those teams, for example. First, you've got all 28 1993 NFL teams, plus every Super Bowl team since 1966 (38 in all). There are a dozen all-time great franchises as well as two "All Madden" teams. That's a whopping 80 in all.

Madden '94 also adds an NFL license for the first time, so teams have correct names, uniforms, and

emblems. New visuals have been added to the cheerleading squads and spectators, and the playing field becomes progressively more tornup as the game

goes on. Full-season play is new in this simulation, and there's limited Mode 7 rotation that can be controlled during instant replay to let you see a great play from any angle.

But if nothing can match the playability of the Madden simula-

tions, this game has a much weaker artificial intelligence than its Genesis counterpart. You can shut down the computeroffense almost every time. For instance, don't be surprised if Montana hands off to a running back in a

pressure situation instead of going for the pass. Needless to say, that's not the real quarterback's normal



strategy.

And unlike most other EA sports simulations, Madden '94 still uses a password system instead of a battery backup, so you still can't save statistics or edit your teams. But despite its shortcomings, Madden NFL '94 is still the best way to play SNES video pigskin. And



with the new EA multi-player adapter, your *Madden* afternoons can turn into full-blown gridiron parties — just make the losers buy the pizza.





*Madden*Mistake

Here's what happens when you run a story without checking a calendar. The "Madden Monday" we announced last month will take place on November 19, but it's now "Madden Football Friday." Mark your calendars — correctly — for the day Madden NFL '94 goes on sale for both SNES and Genesis. Sorry about the confusion.



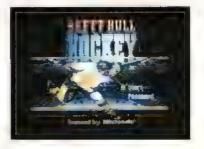
Take a Peek at Brett Hull

Accolade's first foray into the ice rink is scheduled to hit the shelves this month. Brett Hull Hockey, for Genesis and SNES, is an ambitious mix of digitized live action and detailed playby-play commentary from ABC sportscaster Al Michaels.

With a vertically scrolling perspective similar to EA's NHLPA Hockey '93, Hull features bigger characters and a behind-the-player view (instead of NHLPA's three-quarter, topdown look). The advantage to Hull's view is you can see al-

most all the ice, so hitting a breaking winger with a long pass becomes a possibility.

Realistic features abound, including instant replay, the ability to select and change line settings, and a wide range of penal-



ties. Both SNES and Genesis versions have save-game options.

An edit-team screen lets you set your lines with the players you prefer and even change your team's ability rating in any of six categories: skating, shooting, strength, stick handling, defensive skill, and aggressiveness. The play modes include exhibition, 11-game short season, half season, full season, playoffs, and an all-star skills competition.

We haven't seen a finished cart yet, but with an NHL Players' Association license behind



it, Brett Hull seemingly has it all. There's more to a high quality sports games than good looks, and the producers at Accolade seem to have taken that into account when putting together this simulation.

Monday Night Football

Football fans know to put other Monday night plans on hold during pigskin season, tuning in weekly to watch Gifford and crew in action. Now Data East has licensed "ABC Monday Night Football" for its new SNES simulation. But the video game can't sustain



the action of the real event.

Monday NightFootball starts out well enough, with great theme mu-

sic and animated football helmets slamming into each other. But it goes downhill quicker than that "agony of defeat" skier on another ABC show.

You can choose from a one- or twoplayer (competitive) game and either preseason or regular season play. You can create your own team or pick one from a fictitious league with pseudo-versions of NFL teams. The game play is sort of like *Tecmo Bowl* with a *John Madden* perspective: You have four running and four passing plays, and you choose one at each down whether you're on offense or defense.

There are also special "power plays" (one running, one passing) for each half.



When you select a power play, a cinema screen comes up with two meters representing your ball carrier and defender. By rapidly pressing the B button, you increase the speed of your ball carrier and outrun the defender. Interesting... but poorly executed. The computer player speeds up so quickly that it's impossible to catch him without a turbo feature on your controller.

In general, you don't feel like you're actually coaching a team when running offense or defense. Offensively, it's all or nothing: You





either get a big gain or lose big yardage, with no eight-yard pass completions or four-yard runs up the middle. And computer defenders don't



cover your pass receivers — they knock them down and hold them! *Monday Night Football* also has extremely limited artificial intelligence, so the same plays can be successfully run over and over again.

Unfortunately, Data East hasn't taken advantage of its extremely recognizable license. Sure, you can hear Frank Gifford's golden voice and see his digitized mug, but the voice use is extremely limited, and the few cinema screens are poor. The absence of a players'-association or NFL license is

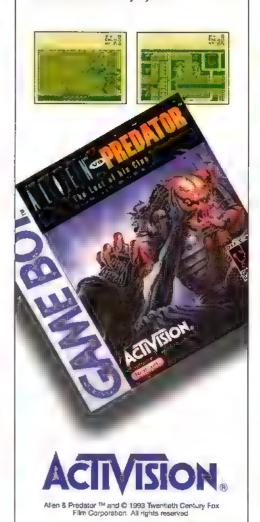
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the final nail in its coffin. With high-powered competition from all fronts, Monday Night Football should be punted back to where it came from.



G LA SAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.



Product Information Number 104

Charles in Charge

BARKLEY BRINGS EXPERTISE TO ACCOLADE SIMULATION

"The Round Mound of Rebound" is what they called him during his NBA rookie season — now, they just call him "Sir." After eight tumultuous seasons with the Philadelphia 76ers, 6'4" Charles Barkley led the Phoenix Suns to the brink of a championship last year. Now Accolade will try to funnel some of that fire into a new SNES, Genesis, and PC basketball simulation.

Sir Charles worked closely with a four-man design team at Accolade's San Jose headquarters last summer and made quite an impression.

"Barkley's an extremely lucid and extraordinarily intelligent man," says Danny Pisano, the (untitled) game's producer. "He says things that are philosophically very deep in a way that's easy for anyone to understand. And he's always very clear about what he has to say.

"But what really struck me—and what I admired most—is that he's unshakable in his convictions. He never wavers from his opinions. With many athletes, they're trying to please so many interests, so honesty often falls by the way-side. But not with Charles."

One of those convictions is his belief in the importance of a good education.

"Charles wishes parents would push their kids to try harder in school," Pisano says. "He said there are lots of guys out there playing pick-up basketball in the ghettos that have NBA potential, but never got the chance because they didn't stay in school."

In the 90-minute design session, Barkley provided

plenty of feed-back on the essence of street basketball. And although it's still early in development process, Pisano was able to give us a rough idea of the essence of Barkley's video game.

"It's going to be a more street-oriented, rough-'n'tumble type of game, rather than a heavy, statistic-based game," Pisano

says. "We didn't feel that the games out there capture the adrenaline flow of the game of basketball. We want our game to have that adrenaline."



Look for all three versions of the Barkley basketball game to ship in early 1994.

Sports Games Sports Games People Play

It takes a different breed to produce sports simulations. The designers tend to be sports fans first and game producers second. They're the guys (not to be sexist or anything, but almost all of them are guys) with twoday stubble, unwashed University of Whatever sweatshirts, and bloodshot eyes from pouring over sports-stat books and highlight videos, trying desperately to create the most realistic version of (pick one) football, baseball, basketball, hockey, soccer, boxing, wrestling, luge, fly fishing....

But they sure know the genre — they've played 'em all, so they know how high to aim. So who better to ask about their favorite sports games?

- * Jon Correll of Malibu Interactive (Joe Montana), director of product development. "My favorite is On-Court Tennis for the Commodore 64 (circa 1981-82). I thought it was playable—the user controls were really good. For its time, it was a great product."
- * Rob Daly of Accolade (Brett Hull Hockey, Pele Soccer, Hardball 3), producer. "Hockey is the most awesome sport that exists, so NHL Hockey for the Genesis would be my choice. This game plays really well and relates really well."
- * Scott Orr of Electronic Arts (John Madden Football, NHL Hockey, and Bill Walsh Football), executive producer. "I'm a real fan of racing games, and I've spent the last year on Nintendo's Super Mario Kart. Obviously, it's very different from our stuff, but the head-to-head racing and the play balance are superb."
- * Chris Whaley of Park Place Productions (John Madden Football, NHLPA Hockey, NFL Quarterback Club, Dan Marino Football), sports producer. "NCAA Basketball for the Super Nintendo is probably my favorite, outside of anything

- Park Place has done—it has a radical view and it works. They've done something radical without taking away from the game play."
- * Brian Wiklem of Sony Imagesoft (ESPN Baseball and ESPN Football), associate producer. "My favorite is definitely John Madden Football '93 for the Genesis. It's probably the best-playing and most enjoyable football game on the market. Of course, we hope to change that come late '93 with our ESPN game...."

.Iam Session

The king of the arcades these days is Bally/Williams's NBA Jam, a digitized two-on-two slamfest starring the best players in the NBA (except for Michael Jordan, who requires a separate licensing arrangement). Thousands of players have lined up for this one, saving their progress by entering their initials and birthdate.

But what players may not know is that NBA Jam is loaded with special tricks — unique players (some are from the NBA Jam design team) and great power-ups. With the help of Mark Turmell, head designer for the game, we've compiled a list of most of the tricks.



PLAYER CODES

There are 18 special players in all, including some women. But some of the elite want to shun the limelight. Turnell provided as with 13

Mark Turmell: MJT, March 22 Air Moctis: WIL, January 1. Rivett: RJR, January 17 Tony Scott: TON, July 3 Petro: GNP, October 8 Carlton: JMC, August 5 Oursler SNO, January 3 Newcomer: JRN, June 18 Liptak SL(space), June 24 Divita SAL February Goskie, TWG, December 7 Hey JWH, September 20 Howard: HOW, July 15

TURN OFF THE COMPUTER ASSISTANCE

If you've played NBA Jam, you may have noticed how the computer team or even your opponent - starts making more shots when he falls way behind NBA Jam has a special computer-assistance aid to help create a balanced contest. Turn it off and get an intercept power-up with this trick: Press turbo seven times, then hold turbo, steal, block, and Down.

Turn it off and also get big-head players. Press turbo eight times, then high turbor steal, and Up

POWER-UPS

Activate the power-ups during the Tonight's Matchup" screen

Defense Power-Up: Press the steal or block button eight times.

Offense Power-Up: Press the steal or block button 21 times

Intercept Power-Up: Simultaneously press steal, block, and turbo while holding Down,

Big-Head Players: Simultaneously press steal and turbo while holding

Defense Power-Up, plus Big-Head Players: Press turbo six times, then enter Big-Head code

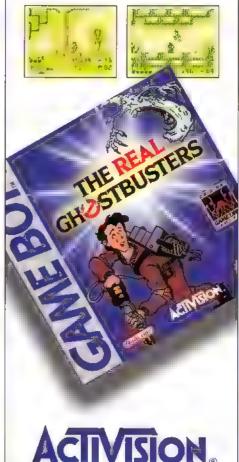
Defense Power-Up, plus Intercept Power-Up: Press turbo six times then hold turbo, steal, and block while pushing Down. Up, Down. Let go of the turbo button, then press it again.

THE TANK GAME

There's a secret Tank game that you can activate using the Player Land Player 2 controllers During the Tonight's Matchup screen hold turbo steal block and Down on both controllers. If entered correctly Player I can play a game of Tank and, if he can survive long enough can cause NBA Jam to power-up fully.

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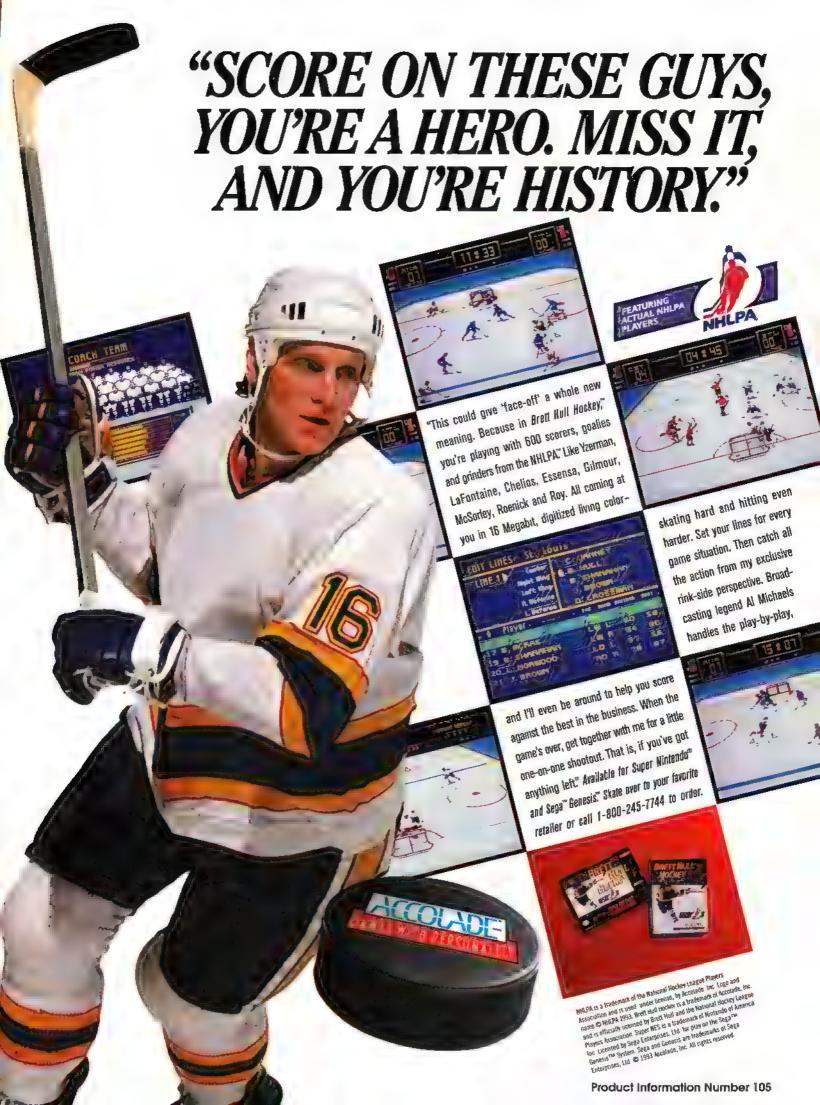


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Dungeon Master

Eview

SUPER NES

3800 Barham Bivd ; Suite 305; Los Angeles, CA 90068

Jeff Lundrigan

ungeon Master is a direct port from the PC world, where it was a fairly popular title. It's still a fine game, but RPG fans might want to think a little before getting it -- it ain't what

you'd call action-packed. Your characters not only must worry about the usual things such as staying healthy and recharging their magic points, but they must also keep track of mundane details such as eating, drinking, and sleeping.

Dungeon Master takes place entirely in one enormous maze, seen from first-person perspective. As you wind through the corridors looking for the fabled Firestaff, you must meticulously map every square inch of the place — take three steps, draw it on the map, take three more steps, draw it on the map, and so on.

If this kind of meticulous, analretentive adventuring is your bag, Dungeon Master has a lot to offer.

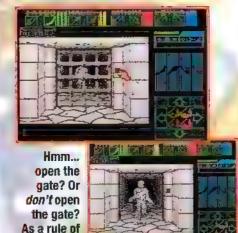
The dungeon really is huge, and as you work deeper and deeper into the place, the puzzles get fiendishly difficult. You wind up using your brain more than your thumb - even defeating the endless monster armies takes more planning than reflexes.

But hey, that's no reason to dislike Dungeon Master. For the patient, Dungeon Master really packs it in.



by the great Dungeon Master!

Are you ready to be abused



where there are monsters, there are also important ítems — so give it a shot.



thumb,

Screamers are fairly common during the first few levels. They're

tough to kill, but they don't inflict much damage — and the pieces they leave behind are edible.

Begin your quest in the Hall of Champions. You can choose any four

characters, but once you've made your choice, you're stuck with it!

The manual offers 17 pages of background story, but doesn't tell you fundamen-



tals such as how to open a chest! Pop its top by placing the chest in your character's active hand.



Along with all your other worries, you must remember to carry plenty of food and water and get enough sleep.



Kendo Rage

'eyley

SUPER NES

105 East Reno Avenue, Suite 22, Las Vegas, Nevada 89119

When the grass rustles, giant bears are usually approaching.



pounds out some enemies. Get close and strike guickly.



Jonathan Gagnon

Vany years ago, Japanese warriors studied Kenjutsu, the art of the sword, in order to prepare for fierce battles. It was vital to train, but, alas, using real swords not only was dangerous, it was deadly as well. Soon steel swords were replaced with bamboo so fighters could learn form and style without shedding blood. That's

how kendo, Japanese fencing, came about. And that's the premise of Kendo Rage.

When you're already a black belt at 12, it's hard to keep from getting bored. That's why young Josephine—or Jo, as she's called

is spending her summer vacation in Japan studying kendo with the great master Osaki Yoritomo. Things get a little strange, especially when he hands her a Zopikki talisman and asks her to banish all evil from the world. Hey, it's better than a trip to the beach!

Kendo Rage is a solid game with crisp graphics and some interesting enemies - including a women's volleyball team with very deadly spikes. The female heroine is also

fairly unusual, but Jo is no girlfriend-needingrescuing: She can ward off evil with the best of video-game fighters.

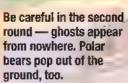


This boss presents na problem — if you get close to her and keep swiping with your sword.

Osaki Yoritomo sometimes doesn't have faith in you.



round - ghosts appear from nowhere. Polar bears pop out of the ground, too.





This boss has a

lot of tricks up his sleeve. He

changes into

tanks, missiles,

Watch above for falling monkeys!

Watch for this boss's aerial attacks. Jump and slash when it's inthe air to give it a crash landing.



This Dr. Who like boss literally uses its head to attack you. Strike when vou see it



coming, then jump it to avoid getting hit.

and other instruments of destruction.



Strike this subboss in the head.



The women's volleyball team tries to pound you with killer spikes.



These fish aren't friendly - in fact, they're downright mean. Slash while your sword's at full power. and keep attacking.



GP



As Jo, it's your duty to rid the world of diabolical forces.



Propel yourself with the bumper.

The Legend of Zeldar Link's Alverine

remen

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Link isn't the only Zelda character you'll recognize. Classic enemies make appearances, too, such as this little fellow SNES Zelda.





Chris State

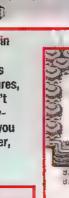
aving sayed the land of Hyrule from vile Gannon, Link decided to journey forth on a quest for enlightenment. However, his trip didn't go quite as smoothly as he expected. A raging storm sank his ship while he was returning home, washing him onto

Koholint Island. Strange monsters also appear along the coast, threatening the peaceful villagers. Evil has once again reared its ugly head.



Just as in Link's previous adventures, vou can't

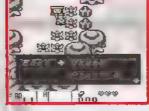
battle the forces of evil emptyhanded. First find items that you lost at sea, then look for newer, improved weapons.







As in the SNES game, Link gets directions from scattered signposts.



The Legend of Zelda series is long overdue for Game Boy. The system is great for role-playing or adventure games because they don't require any fast-moving sprites that often blur and make game play difficult. The graphics and music here are very good and remain true to the series (it even begins with the classic Zelda tune that many NES players probably still have buzzing around in their heads). There also aren't any signs that Nintendo had to scale down the adventure to fit it onto Game Boy. The world is huge, with just as many items to find and mysteries to solve (see our preview in April 1993, Vol. 6, No. 4) as the other Zelda games.

You're doing yourself wrong if you don't pick up Link's Awakening. It's a fantastic game that works great on the Game Boy format. Unless you justdon't like RPG adventures, you'll love it. In fact, we enjoyed the game so much that it's a top candidate for Game Boy Game of the Year.

'Nuff said?



The children of Koholint know a lot about how to play

Zelda, even if they don't know what the information they have really means.



MUSIC BELLS & WHISTLES CONTROL REPLAY VALUE

Sherlock Holmes Consulting Detective, Vol. U

weiver '

SEGA OF AMERICA SEGA CD

130 Shore ine Drive, Redwood City, CA 94065

Jeff Lundrigan

The Baker Street sleuth is back! The second in the Consulting Detective series is basically the same as the first... only different. As in the original, Vol. II uses digitized video of real actors to reveal clues to help you solve each case. The actors and sets are the same, the bad acting is the same, the interface is the same, the music is the same—only the puzzles are different.

Sherlock Holmes lets you use your brain instead of your thumbs to solve three new cases: "The Two Lions," "The Pilfered Paintings," and "The Murdered Munitions." None of the cases is based on actual Arthur Conan Doyle stories, but it's still easy to get hooked, despite the fact that these cases aren't exactly stumpers.

If you talk to everyone who's even remotely involved with the case, the culprits aren't hard to find. Also, when you bring your case before a judge (he was animated in the first game, but he's digitized now), he asks mostly multiple-choice questions — if you try it often enough, you're bound to get the correct answer. The hard part in Sherlock Holmes isn't really solving the cases, it's doing it efficiently, with as few clues as possible.

GP



Holmes gives you a little pep talk before the game begins. If you played the original game — or if you have any common sense —you can skip it.



Bes Tessas Comments

Compare the model code per

Compare t

Also, don't count out the Baker Street Irregulars. They can save you legwork by letting you know when someone isn't

home, or can be found elsewhere.

Holmes has a lot of friends around London — on both sides of the law.

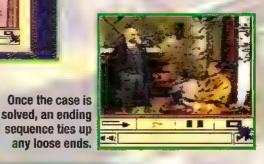
Some are more helpful then others, but Lestrade of Scotland Yard is usually a good place to start.



When you've figured it all out, take your case to court and answer the judge's multiple-choice questions.

Some mysteries are more mysterious than others. "The Two Lions" begins with an anonymous note tacked to the door.





Most people tell their stories in flashback. Done in the style of 19th-century tabloid illustrations, they lend period atmosphere — and let developers avoid building expensive sets and propst

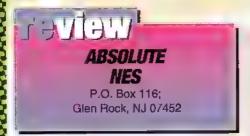


Pay attention — even tiny things, such as the brand of cigarettes a person smokes, can be vital clues.





Star Trek: The Next Generation



Billy R. Moon

he NES version of Star Trek: The Next Generation is a mixed success. On one hand, it's a decent spacecombat simulator. You can't compare it to 16-bit titles such as Wing Commander or Warp Speed, but it holds its own against the (admittedly sparse) 8-bit competition. If nothing else, it's a challenging game that should keep players busy for quite a while. But as a translation of the TV series (and soon-to-be motion picture), Star Trek falls short. The obvious difficulties of turning the often talk-heavy show into an action game occasionally became too much for the designers.

Taking a Clint Eastwood approach to interplanetary diplomacy, the game mostly consists of Feringi-stealing-cargo; Feringi-getting-hurt. A few peace-keeping missions focus on planetary evacuations or transporting diplomats, but most of the time the Enterprise roams the galaxy in search of stuff to blow up.

While this is an interesting way to deal with the pond scum of the universe, it doesn't exactly jive with the Prime Directive. But the scenarios that are more familiar to the show's audience can be pretty boring. Evacuations, for example, have you chas-

INCOTERA SEREN

Captain Picard's only duty is to provide the crew with mission orders. If you forget the planet he tells you to visit, ask Riker.

ing a bunch of radar blips with your transporter target square. And where's the away-team action?

Absolute also made some questionable technical decisions: Was it worth using up memory for slightly animated digitized characters when the transporter radar screen looks like Atari 2600 quality?

Simpler renditions of the crew with multiple colors would have looked better than the yellow and black digitized portraits. So while NES fans can cheer the arrival of a new title, Star Trek: The Next Generation is only slightly above average.

GP

Data is the most useful member of the bridge crew. In addition to piloting



the ship, he occasionally warns you of enemy ships or other dangers.

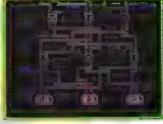
When you set course for a new sector, have Worf raise the shields and power up the phasers. There's nothing worse than coming out of warp space unprotected only to face a Romulan Bird of Prev.



Your lock-on bar on the transporter grid screen guides you to the next person to beam up.

Move in the direction that makes the bar's level increase; once it's full, you've found your man.

Divert some spare energy to the shield and weapons systems before you



enter a major battle. Switch to the power allocation grid (under Geordi's main screen) and guide the power sparks to the appropriate inputs.



Don't wander while you're in combat — have Data scan the area, then

access the sensor grid (and enemy locations) by pressing Start while you're in navigation mode.

Photon torpedoes inflict more damage than phasers, but they're much harder to aim — you must



"lead" your opponent, Phasers are so easy to use that they're more effective in the long run.

Before you can transport to or from a planet's surface, the *Enterprise* must establish an orbit. Pilot through the center of the target matrices as quickly as possible.



Super Off Road: The Baja



2400 South Highway 75, Corsidana, TX 75110

Billy R. Moon

With Super Off Road: The Baja, Tradewest has gone out of its way to provide a highly realistic addition to its popular line of off-road racing simulators. To this end, this addition is based on a real-world race the Baja 1000 - and it provides you with a real-world opponent.

The Baja 1000 is off-road racing's most prestigious event. The race begins in California's coastal resort of Ensenada and takes its participants through deserts, mountains, forests, and cactus fields to the town of La Paz, nearly 1000 miles away. These days, even truck manufacturers are getting in on the action, hoping to prove that their vehicles can survive the abuse that the half-crazed drivers put them through.

Your opponent in this game is Ivan Stewart, a member of Team Toyota and winner of numerous Baja events. In addition to providing you with ample competition, Stewart assists you with advice on how to equip your truck before each leg of the race. You also have the option of competing in a rather unusual twoplayergame: Instead of head-to-head competition, the first player zips through the course alone, then player 2 competes against the "ghost" image of the first player's route. It's not as effective as traditional racing, but it's an interesting alternative.

LEG ST BY BACK

Heed the words of off-road master Ivan Stewart - he's been down this road before.

The game's realism is best realized in player control. Instead of zipping around with F-Zero-like speeds and handling, you're reduced to a reasonable speed of around 60 or 70 mph. Your turning ability is likewise limited: If you try a 90-degree turn at high speeds, you're probably going to flip over. At the same time, you reap the benefits of the vehicle's off-road design - you can run off the road and just slow down a bit, instead of the standard "stop, shift to low, ease back on the track" routine.

Hit the nitro button to clear this stream or other terrainoriented hazards.

If you slam into certain obstacles such as kids on ATVs vou must



forfeit some of your prize money.



Don't waste your cash on brakes if you're not going to use them. Fill up on nitros, then divide the rest among shocks, tires, and engine upgrades.

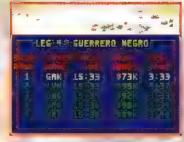


Bang into a pedestrian, and you lose ten grand. Unlike the ATVs, these guys are off the track.

Take the time to grab money may lose a few seconds on the the added



dough pays off in the long run with a souped-up truck that can dominate future



Your earnings are based on your position at the end of the race. But a first-place finish might not garner much cash if you take out a few kids along the way.



If you fill up on the nitro bottles during the races, you can buy other improvements with your earnings.



Top Gear 2

KENICO SUPER NES

8415 154th Avenue NE. Redmond, WA 98052

Chris Slate

o you wanna go fast, or do you wanna go really fast? Buckle your seatbelt-you're in for some serious pavement-poundin', motor-revvin', gear-grindin' action!



Kemco's taken a great racing game and made it even better, adding 64 tracks and 16 countries, Unlike the first Top Gear, this sequel allows you to race on a full screen in the one-

player mode. And the two-player split-screen mode still kicks asphalt, letting you and a friend race head-tohead against 18 of the world's top

You earn valuable race points and cash to upgrade your car after a good finish. You can improve your engine, gear box, nitro, armor, tires, or put in for a free paint job. With all the extras, you can put together a car with a top speed in excess of 260 mph!!



The ample options in Top Gear 2 allow you to customize everything from transmission type to controller configuration.

Other nice touches such as changing weather conditions, large colorful graphics, and screaming sound effects make Top Gear 2 a real winner. It's a pretty tough game - don't be surprised if you have to start the circuit over a few times. You also need to place well and earn lots of money early on, or you won't be able to keep up in later races. That's not really a fault, though - as a matter of fact, experienced gamers should appreciate the refreshing challenge.

That twoplayer game is hot --- you and a friend bump fenders with 18 other top racers!

GP



Driving at night and in heavy fog is difficult, primarily because you can't see hairpin turns until you're right on top of them.

You can compete in 16 countries and on 64 different tracks!



In the Shop

lead for the shop between races to spend some of your hard-earned prize money on the latest in racing echnology. Spend freely — if you save up for the high-ticket parts, you'll fall behind.



Unlike the original game, the one-player mode in Top Gear 2 provides fullscreen racing action!

8

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Check out the prep screen before the race for detailed info on the track, the weather, and the number of laps.

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OFTHE CONTRACTOR OF THE CONTRA

Guess what we've got. Do ya know? Huh, do ya? Here's a little hint — *ETERNAL CHAMPIONS!!*We've been smokin' up this hot new Sega fighting game for the first time since Summer CES, and it cooks, man, it *cooks*. We've also gotten three more "wishes" from our want list — *Aladdin*, *Silpheed* and *Megaman X*. All of them easily live up to our high expectations, *Somebody pinch me*, *I'm in videogame heaven!*

In addition, an update from Accolade pins down Speed Racer as a January/February release for both SNES and Genesis. Look for Konami to develop Biker Mice From Mars from comic-book fame, but don't hold your breath — the company just got the license. Virgin is working on Dragon, based on the Bruce Lee movie, for SNES and Genesis, as well as DinoBlaze for Genesis, which uses the same Digicel process as Aladdin.

Finally it can be told — THQ has the rights to Katsuhiro Otomo's Akiral We were clued in months ago, but had to promise to keep our lips zipped until now. Look for the cult Japanimation masterpiece in the second half of '94 for SNES, Game Boy, Genesis, Game Gear, and Sega CD. Cool!

Speaking of Sega CD, the platform's finally starting to heat up thanks to new titles that take advantage of the machine's superior abilities. No

more simple console games with better music. Is it just me or do Speed's mom and girlfnend look exactly alike?

— C.S.

The Games We Wanna Play

- Genesis Shadowrun: Data East's SNES version was great, and now Sega's readying a brand new adventure. It sure is taking awhile, though.
- AH-3 Thunderstrike CD: Formerly Firehawk, JVC's latest project shot out of nowhere to wow us at CES. Blast away the enemy in super-smooth Sega CD scaling!
- Jurassic Park CD: C'mon Segal Get it finished before the dino-hype wears down!
- Speed Racer: "Huh? Ohhh!" Y'know, it's been more than two decades and Speed still doesn't know that Racer X is secretly his brother, Rex Racer.
- Castlevania: Bloodlines: It's not long before we get our hands on the bloodiest Castlevania yet. We've got our whips and crosses ready!

Cistey's Beariy and the Beast Rear of the Beast and Bolle's Ocest

Disney's "tale as old as time" is Sunsoft's next title, coming your way as two — count 'em, two — carts for Genesis! The first, Roar of the Beast, is an action game designed for male players in which the Beast struggles with Gaston. Belle's Quest was designed with girls in mind and has Belle solving puzzles to rescue her father.

Ann Miller - Miller - I

Both games look great, with quality graphics and game play. If you beat one game, you win Belle's heart. If you complete the other, you win the Beast's heart. It's a no-lose situation! And even guys will want to check out Belle's Quest. Hey, I mean, I cried when the Beast got shot — didn't you?



The Jungle Book

Another Disney classic is coming your way for both SNES and Genesis. It's The Jungle Book, based on Kipling's classic Just So Stories and the 1967 Disney cartoon about Mowgli, the boy raised by wolves and befriended by Baloo and Bagheera. And get this - The Jungle Book is from Virgin Interactive, the same company responsible for Aladdin. Wow!

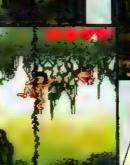
Although Virgin didn't use its Digicel process that makes Aladdin so spectacular, the graphics in The Jungle Book are still colorful and silky

smooth - perhaps the best animated characters in any game except Aladdin, Maybe Virgin should just start with Steamboat Willy and go down the line making games for everything Disney's ever done. Wouldn't that be great?











SNES & Genesis PUBLISHER Virgin Interactive Virgin Interactive Megs: n/a/ action Dec./Jan.

Luin & the Fortress of Doom

You may never have heard of it, but Taito has got a really great game on its hands. We've seen quite a few new RPGs recently, but none has been as enjoyable as Lufia & the Fortress of Doom. From its wacky, off-beat dialogue to its incredible size, Lufia just keeps getting better and better as you play it.

Just check out these stats: 235 items, 165 monsters, 55 magic spells, 70 different scenarios

and that's just part of it. We've had a drought of Super Nintendo RPGs lately, but never fear. adventurers games like Lufia are ready to lead us into a new year.





Mario's Time Machine

Where in Time Is Bowser might have been a more appropriate title for this new game: When the diabolical King Koopa decides to amass the ultimate collection of historic artifacts by traveling through time to steal them, it's Mario to the rescue once again!

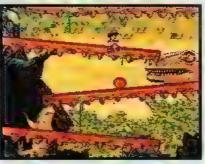
Mario's Time Machine, the sequel to the hit Mario is Missing, marks the second licensed Mario title from The Software Toolworks, and it offers roughly the same type of game play — with facts about history hidden beneath a layer of action-adventure.











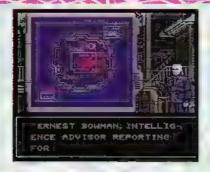
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Maria Marines

The action gets wild in *Metal Marines*, the futuristic new war simulation from Namco. Players must defend against enemies attempting to take over their island nation with an incredible arsenal of missiles, robots, mines, and a whole lot more.

You can build factories and energy units to gear up for combat, or send in your ultimate weapon — the Metal Marines. As Namco aptly put it, "Metal Marines is the missing link between action and simulation games. Join the evolution!"









Salvania Contraction of the Cont



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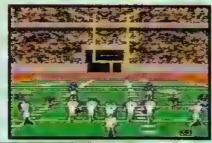
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Acclaim has enlisted the programming genius of Park Place, best known for games such as John Madden Football and NHL Hockey, to develop NFL Quarterback Club.

This sports simulation lets you play exhibition games, playoffs, or even the Super Bowl as any of the 28 NFL teams. There are 128 different offensive and defensive play possibilities - all you have to do is call in one of ten top quarter-

backs: Troy Aikman, Randall Cunningham, John Elway, Boomer Esiason, Jim Kelly, Bernie Kosar, Warren Moon, Mark Rypien, Phil

Simms, and Steve Young. You can even design your own quarterback, deciding his accuracy, speed, mobility, and passing distance.









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Time Gal CD

Time Kilers

Surget Miders

Hee-yah! Gitty-up, pardners! The rootin', tootin' folks at Konami are bringin' ya Sunset Riders, the arcade hit and recent Genesis release. Hoo-wee, it looks darn good! Them graphics are lookin' amight prettier then they did on that thar Sega machine, and them sound effects ain't bad, either.

Your posse is made up of four of the mostfeared bounty hunters in the West. The very sound of their names — Steve, Billy, Bob, and Cormano — strikes fear into evil hearts. Can you help the gunslingers get rid of Poco Loco and them other varmints?











Also on the



Champions World
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national teams, half-time stat updates, and replays of standout action!



Desert Demolition
— Genesis, Sega of
America

MEEP MEEP! The Road Runner and Wile. E. Coyote are back, this time on Genesis!

Sega's put a lot into this one — even letting you control the Acme-genius coyote¹



Itchy & Scratchy: Teed Off — Game Boy, Acclaim If you've never pictured

If you've never pictured the violent cartoon twosome from "The Simpsons" on a gotf

course, here's your chance. As Scratchy, you must finish all nine holes before Itchy finishes your nine lives.



Speed Racer — SNES/Genesis, Accolade

I feel the need — the need for Speed! Revitalized by dance clubs and MTV, Speed

Racer is hotter than ever. Take on Speed's most dangerous adventures in and out of the Mach 5!



Super Battleship — Super NES, Mindscape

One of the most popular board games of all time hits your SNES with a splash. Check out the

changing weather conditions, various battle layouts, and in-depth fleet campaigns!



T2: The Arcade Game — Super NES, LJN

The SNES version of 72 makes use of special effects such as the "morphing" of the T-

1000. You can play using the Super Scope or SNES mouse. Also coming for Game Gear.



WWF Rage in the Cage — Sega CD, Arena

Twenty of your favorite WWF superstars compete as never before with amazing,

full-motion video in one-on-one, tournament, steel cage, and "no-holds-barred" matches in and out of the ring!



X-Men — Game Gear, Sega of America

The Genesis X-Men sold only about a billion copies ... but this one's more than just a

translation of the 16-bit game — you get new stuff, too, such as the lovely and talented Psylocke!

The Burping Dinosaur and Other Compelling Tales

hat big T-Rex leans down, chomps onto a shaking and screaming pa contologist, swings back up — and rips off a satisfied belch. "SEGA!!!!"

Ad hooks like that don't come cheap or easy, but the results can be dramatic. Thanks to magazine and TV ads that Sega has been running for *Jurassic Park* — not to mention the tag-along popularity of the movie — more than \$13.5 million worth of *JP* cartridges were sold the first weekend they went on sale.

Whoomp! There it is

People often pay as much attention to advertising as they do to the TV programs or magazine articles that wrap around them. And game companies are always looking for that special hook to make you laugh, cry, cringe, or sweat. *Any* reaction is better than *no* reaction.

How many times have you found yourself humming a Coke or Toyota tune instead of R.E.M. or Soul Asylum? Or buying some new Nikes or Reeboks because you like Shaq or Mike or Joe? Well, that's what ads are all about.

Video-game ads in magazines and on TV are like the games they're trying to hawk — in your face, fun, fast. A hot ad

campaign can gain what advertisers call "mind share" — a piece of what you're thinking about. And Sega's a champ. "SEGA!!!!" the ads scream. You may not remember the name of the game an hour later, but you ain't gonna forget the system.

"The effect of the screaming SEGA has been overwhelming," says Diane Adair-Fornasier, director of marketing for Genesis. "But in fact, it happened by accident. We used it in the first commercial and have gradually incorporated it in our creative concepts. We don't have any trouble coming up with

new ideas—our only problem has been getting a couple of ideas past the networks!"

In marketing *Mortal Kombat*, the ad gurus at Acclaim realized that everyone and his mother knew *Mortal Kombat* was on the way, so their job was to pump the excitement. So "Mortal Monday" was born. The TV ads plugging "Mortal Monday" were simple and bold: one teenage gamer screaming *Mortal Kombat* over and over until a teeming horde of game players was drawn like a magnet. The ad also ran in 1600 theaters. Hey! If you scream it, they will come.

"The advertising was successful on several levels," says Allyne Mills, public relations manager for Acclaim. "It's a great, hip, moving ad in the style of a rock video. It also reinforced and teased the arrival of Mortal Monday. And we used a different and innovative idea by going into movie theatres. We consider this an entertainment business, so we launched the game in a similar manner as a movie."

Accolade faced a challenge in creating an ad campaign for its *Bubsy* game — the Super NES and Genesis games shipped months apart, and the TV commercials coincided with the second release, the Genesis version.

"This was our first experience with a personality that was not a recognized license," says Kathy Piziali, vice president of marketing. "But we wanted to generate that same kind of heat. We had such an overwhelming response with *Bubsy* within the industry that we thought we had penetrated the market a little farther than we had. We had penetrated the hard-core gaming market ... but the commercials sent a spike into sales in retail mass markets, such as Wal-Mart and Toys R Us."

When Accolade advertised *Bubsy* for the overseas market, it developed a whole new campaign to appeal to a different type of buyer. Different culture, different approach. What's funny or slick in one culture may not be in another. In Europe and Japan, for example, sexy ads are used much more than in North America. Accolade ruffled a few feathers with a print ad for *Summer Challenge* (see our July 1993 issue, page 27) that featured a closeup of the chest of an extremely buxom woman.

"We did hear that there had been some concerns among women's groups," Piziali says, "but the whole thing was a joke We

absolutely knew it was an attention-getter, but some people didn't get the tongue-in-cheek nature of the humor. That's the type of ad that wouldn't get any notice in England — we're neophytes out there."

Some ads try to piggyback or poke fun at other ads Interplay got a great response from readers with its *Clay Fighter* magazine ad (September 1993, page 35), a takeoff on Acclaim's *Mortal Kombats*eal. Word on the street, however, was that Acclaim was less than pleased.

Timing can be everything. STD Entertainment ran an ad that was a takeoff on the ASCIIPad ad (June 1993, inside front cover). The ad fea-

tured a shark terrorizing a bunch of little fish with the tag line: "in a sea of Super NES controllers, only one's a kulfer."

But by the time STD's ad (September 1993, inside back cover) came out—which featured players using the SN ProgramPad to spear sharks in a bloody ocean—ASCII's ads were no longer running. A few readers thought STD's ad made the company look like shark haters.

"Basically, our idea was 'we're the little guy' as opposed to ASCII," says Kathy J. Blecker, STD's public relations manager. "We were just saying that we're on the rise, and our products are good enough to take on the big guys."

So what's the weirdest ad of all time? A couple of years back, Meldac had an ad campaign for a Game Boy cart called *Heinkyo Alien*. We *still* can't figure out what this guy was doing to himself. Knocked 'em dead in Tokyo, but it was Beavis and Butthead territory over here.

SG Propad²

Score big with the SG ProPad², featuring the real 6-button fighting layout. With the unique synchro-fire setting you can transfer any one fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to the LEFT button it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. The SG ProPad² brings your Genesis™ games to life.



Pop Quiz: V Following Your Sega™



The new 6-button SG ProgramPad² jams with pre-programmed moves from your favorite Genesis™ games — Mortal Kombat®, Street Fighter II CE™*, Streets of Rage 2™, X-Men™, Fatal Fury™, Jurassic Park ™, Sonic The Hedgehog 2™, & David Robinson's Supreme Court™! Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LC screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your han Whoever said that programmable was wimpy doesn't understant that sometimes you do whatever it takes TO WIN!



Thich Of The Cranks Up Game Play?



D. All-Sega™ Cleaning Kit

Did somebody say clean? Don't panic — this all-in-one cleaning kit makes it quick and painless. All you have to do is stick one of the cleaning cartridges in your GenesisTM or GameGearTM system. You can also use the cleaning swabs and solution to rid your game cartridges of dust and dirt. So it's not as much fun as shooting, punching, kicking, or dunking — but you need to do it if you want to keep shooting, punching, kicking, & dunking.

C. Handy Gear

Don't let the weather limit your game play. Just slip your Game GearTM into STD's Handy Gear and you can play through rain, sleet or driving snow. Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. With the Handy Gear, there's no limit.

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